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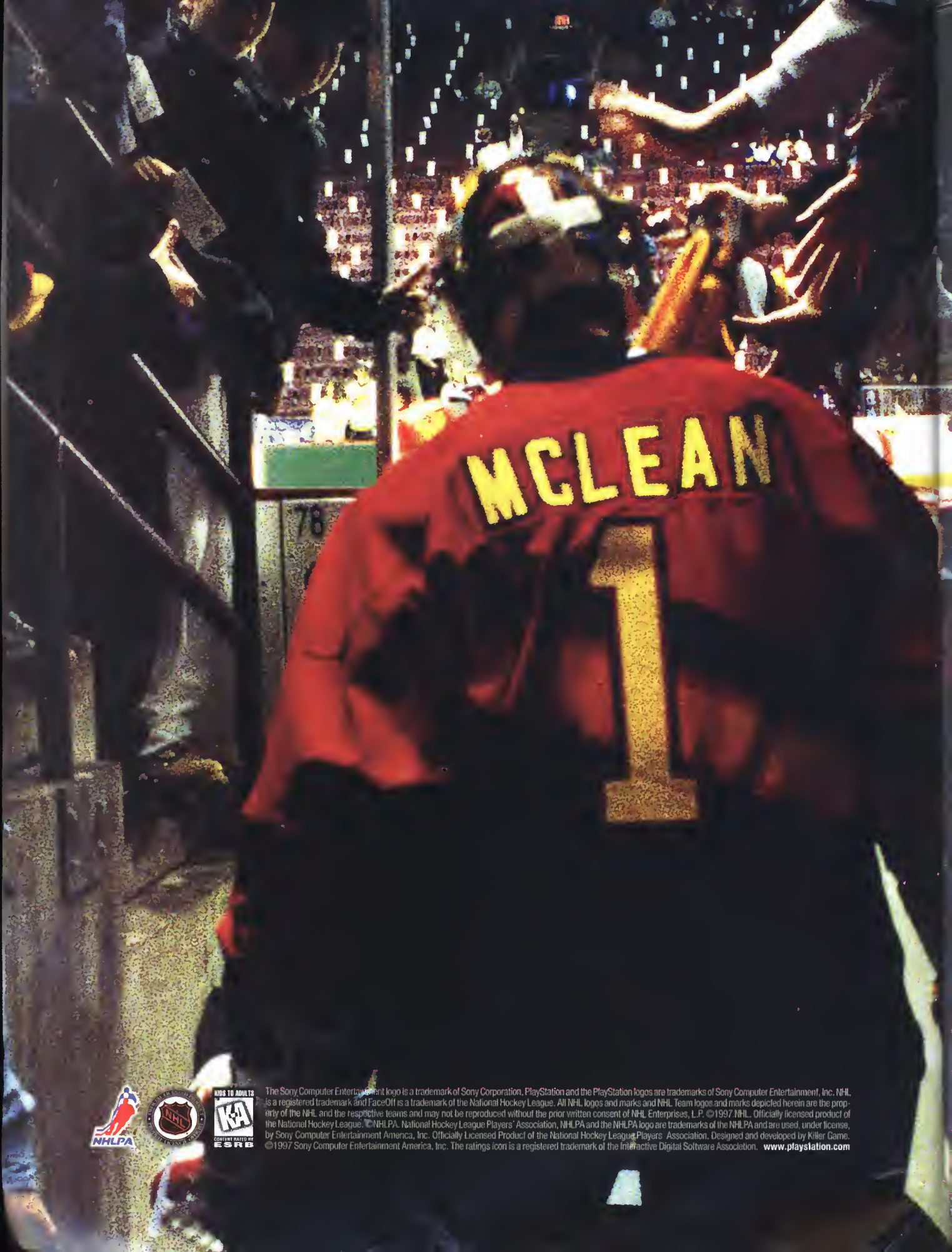
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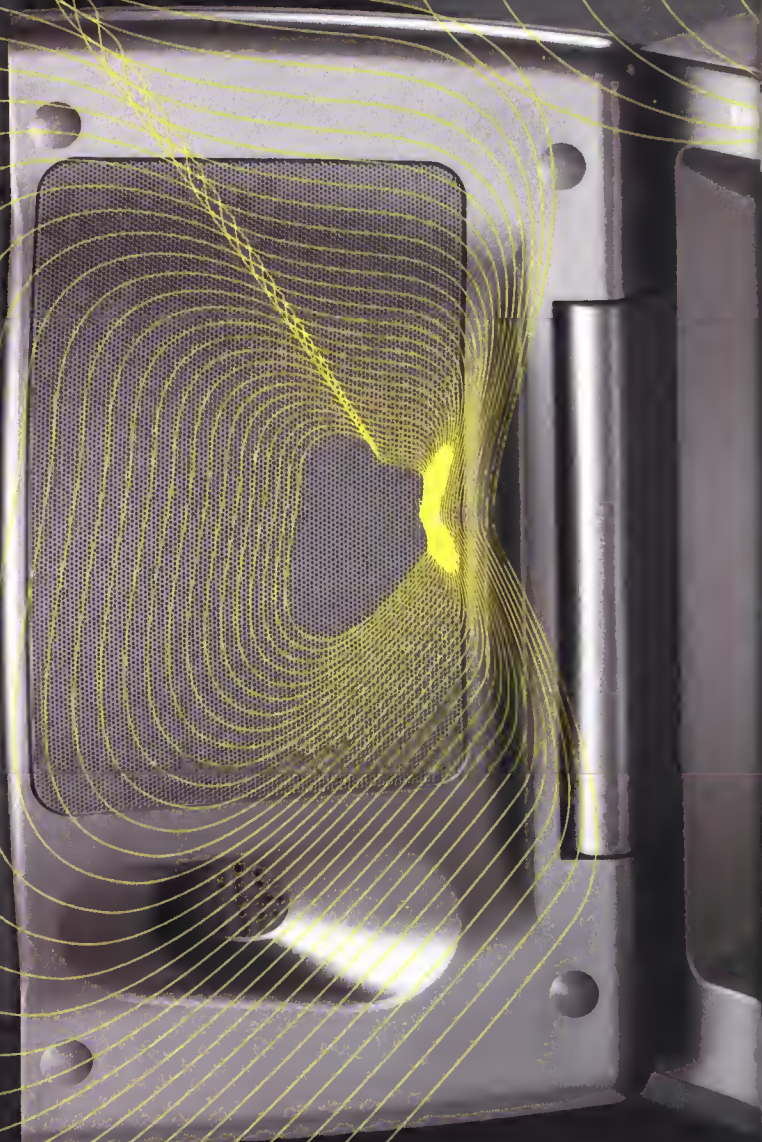
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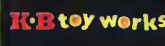
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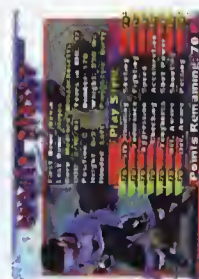
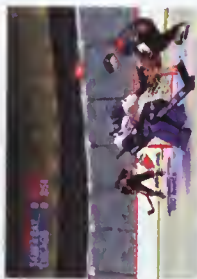
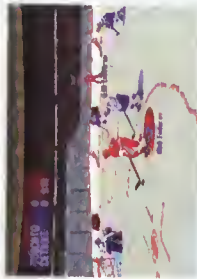
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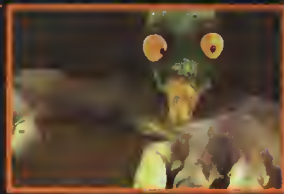
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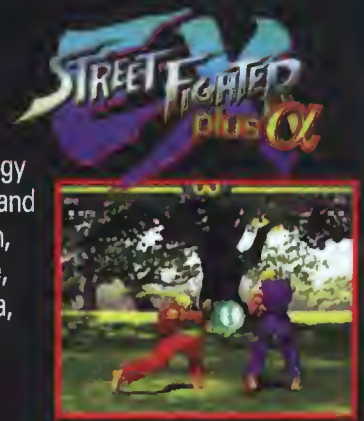
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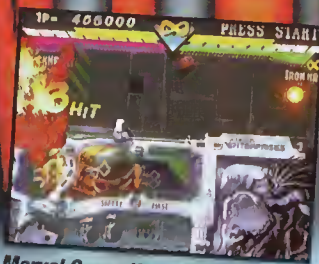
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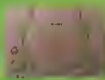
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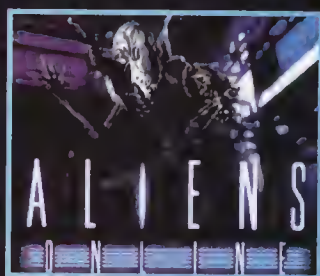
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FROM BAOROCK TO RIPTIDE — HARNESS 11 UNIQUE AND DEFIANT CHARACTERS.



DENSE JUNGLES, ARID DESERTS, AND THE DEPTHS OF HELL ITSELF!



WEAVE A TANGLED WEB OF PLAYER-CREATED STORYLINES.



A FIERY COCKTAIL OF FURIOUS 3D ACTION AND STRATEGIC RPG.

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SEVEN SUPER-SOLDIERS
ELEVEN REAL-TIME COMBAT MISSIONS
A THOUSAND GENETIC MUTATIONS
A MILLION WAYS TO DIE

You're commanding a team of heavily-armed warriors into unholy war.

And in the heat of battle each of them will be changed.

They'll learn new strategies.

Gain new powers.

Handle bigger weapons.

Form new relationships.

Hell, some of them might even live.



ROB LIEFELD'S

YOUNGBLOOD

SEARCH & DESTROY



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BETTER GO GET
YOUR TANK.
THERE MAY BE
SURVIVORS.



Papyrus Publishers, Inc. Silent Software, Inc.

download the demo
www.returnfire2.com

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It's the sequel

to the 1996

Strategy Game

of the Year.

And it's got

more firepower

than ever.

Use your head.

Don't leave any-

thing standing.

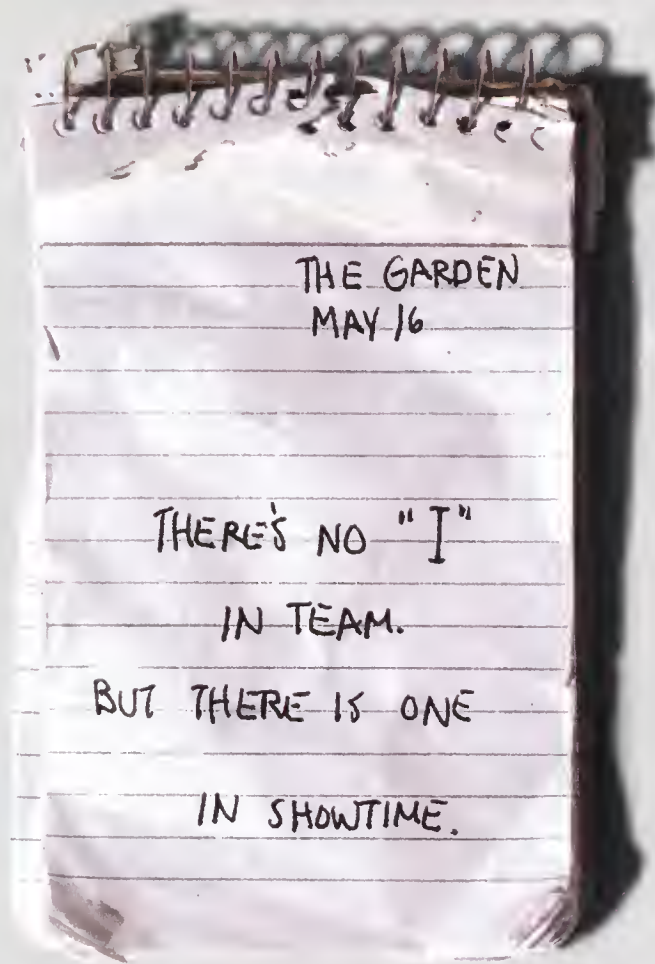
And don't take

anyone alive.

**RETURN
FIRE II** 



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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

Where are all the games for girls? Whoops, most of our faithful "Head-2-Head" readers may have just tuned out, because according to our latest *GamePro* reader research (the 1997 MRI Readership Study), 97 percent of you GamePros are males, and 64 percent of you are ages 12 to 17.

So there you go. Females who want games for girls or who crave strong female characters in their video games need to stand up and be counted!

John Tomlison and his sister (see their letter to the right) are correct in pointing out that there are plenty of games that girls like to play. Deanna Ng (as evident in her letter at right) certainly represents all those hard-core girl gamers out there who are ready and willing to play. But the fact is that guys rule the video-game world. They design them,

WANTED: WIRED WOMEN

they buy them, and they even write about them.

GamePro applauds the efforts of pioneering companies like Purple Moon of Mountain View, CA, who are attempting to break the mold of game creation and marketing for women. Until the day that women get into programming and design, and girls evolve into a game-playing force that game publishers will reckon with, girl gamers will have to struggle through a man's video-game world.

Fortunately, that day may not be far off.

Last weekend the GamePros were doing some butt-kicking on a *Tekken 3* coin-op using good ol' *GamePro* tactics (see "The Fighter's Edge," August), when a female challenger wiped us out—with Nina no less! (Was that you, Deanna?) She then proceeded to take out three other contenders, so we decided to save our tokens for another day.

Hey, boys and girls, let's all learn to just play along together.

The GamePros
comments.gamepro@gamepro.com
San Mateo, CA



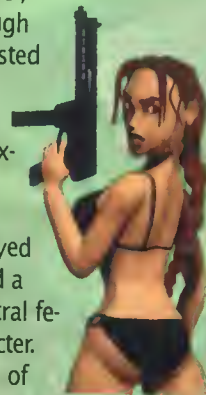
GAMES AND DAMES

I read your magazine regularly and my biggest concern is this: Where are the video games for smart girls like myself? The last "chick" game that was any good was *Tomb Raider*, and although the big-busted Lara Croft was extremely sexist, it was the only game I played that starred a strong central female character.

I'm thinking of doing a term paper on why there are so few female characters in video games today, and I was wondering if any top-rated games had lead female characters.

Deanna Ng
Santa Barbara, CA

Think about it, Deanna. The video-game industry basically runs on "teen-tosterone"—teenage males (and former teenage males who still think like teenage males) who are in positions of influence, with little quality female interaction, making games for other teenage males. A character like Lara Croft might have made it if she were "Larry" Croft, but as you've pointed out, Lara has a certain... appeal to go along with some solid programming and challenging gameplay. That's not to say there aren't a large number of brave female characters out there. Resident Evil, for example, co-stars a zombie-zapping woman warrior.



Teen-tosterone

Also, look at almost any good RPG and you'll find quality female sprites. Until more women get into game design and girls start big-time game-buying, teen-tosterone will rule.

A FAMILY THAT PLAYS GAMES TOGETHER

Since renting and playing great games like *Twisted Metal 2*, *Bust a Move 2*, and *Super Puzzle Fighter Turbo*, my sister has become very interested in video games. It may seem strange, but because of this, we have bonded and grown closer to each other. I think you should tell

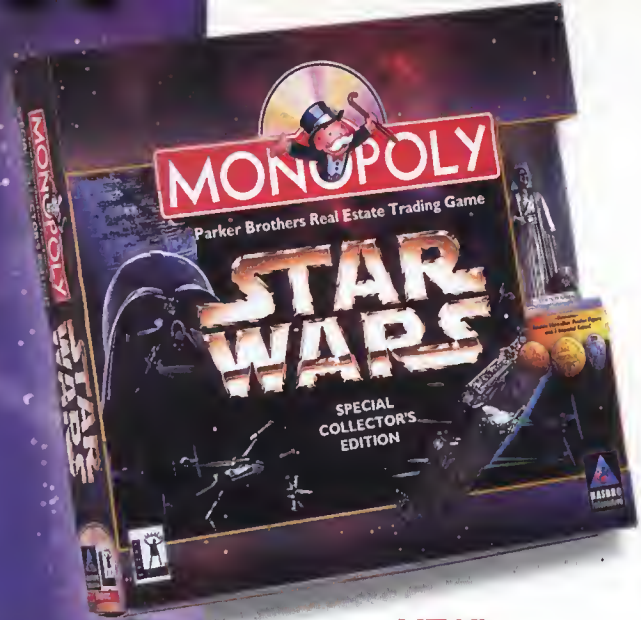


"Oh, brother..."

this to all those whining senators (see "ProNews," March). My sister especially likes to play puzzle games like *Tetris* because she says you need to use your brain to beat them. Although I agree with her, I still don't mind having a few pints of blood drained by zombies in *Resident Evil*, or even losing a few arteries in any of the *Mortal Kombat* games. Keep up all the great work with your magazine! It rules!

John Tomlison
Mansfield, PA

Hmmm...video games bringing families together? Maybe politicians on Capitol Hill and



When buying galactic real estate, remember three key words.

Location. Location. Location.

NEW!
The Monopoly Star Wars Special Collector's Edition.
Now exclusively at Wal-Mart.

The world's most popular board game has joined forces with Wal-Mart and the #1 movie trilogy of all time to bring you the Monopoly Star Wars Special Collector's Edition. But in order to find this one-of-a-kind edition of the galactic game of real estate, you have to start with the right location. Because it's only available at Wal-Mart.

With Monopoly Star Wars, you play just like the classic version, except on your PC. And instead of the race car, Park Place and Boardwalk, one of eight full-motion 3-D Star Wars characters guide you to galactic properties like Endor and Dagobah, where you build starports and view classic movie clips from the Star Wars Trilogy.

Hosted by Anthony Daniels, the original C3PO, this special edition also comes with three limited edition Imperial coins, a collectible pewter figure of Anakin Skywalker, and a letter of authenticity.

And all the excitement begins in Wal-Mart's newly upgraded computer department. With an expanded selection of the newest and hottest computer software and games at every day low prices, you're sure to agree, location is everything.

SOLD



Joel,
Wal-Mart associate

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the others with an intense commitment to "family values" will consider you and your sister and not lose their heads in the video-game gutter.

GAMES NEED BETTER ENDINGS

I am ticked off that Code-name: Tenka didn't have a better ending. I mean, come on—I blow away 50,000 mutants and robots and then I'm done in by a cheap shot. It took me 36 hours to beat Tenka, and I got jacked on the ending. Well, I'm wondering if there's going to be a sequel. If it's no trouble, maybe you can tell the writers for that game I have some better ideas.

PS. By the way, my sister thinks you're sexy.

SamGam Kiel and sis Chatsworth, CA

Thanks. As far as Tenka goes, you can log on to Psygnosis' Web site at www.psygnosis.com and drop them a line.

As far as your sister goes, tell her Scary Larry says "Hi."

KID FOR HIRE

I have three questions I want answered. First, do you need to have a 64DD to play Zelda 64? Second, how come video-game companies—or *GamePro*—don't hire kids? I mean, we know what a good game is. I notice a lot of games are garbage because of stupid mistakes. It's not the game's fault, it's the fault of the people who made it. Why don't they hire me or some of my friends? We have lots of ideas for new games. I guarantee you that I could guide a company to stardom almost as

well as Nintendo's game pro, Shigeru Miyamoto.

**Matt DeVelbiss
Lima, OH**

We agree to respond to your demands.

#1. No

#2. Because kids can't drive themselves to work.

#3: Companies won't hire you or your friends because they think you'll steal everything. Seriously, though, some game companies do hire kids as game testers (see our feature "The Master Blasters," in this issue for more about game testers). But if you think you have a good idea or a suggestion, don't call us, call your favorite company directly. Go for it!

PYST OFF

In your fourth annual *LamePro* (See "LamePro," April 1996), Scary Larry wrote about a game called Pyst (which was a parody on *Myst*, of course). However, when I went into an electronics store to buy a movie,



Pyst off.

I saw it! It was an actual game called Pyst! I was wondering if you knew anything about this.

**Jacob Ward
Wrightwood, CA**

We wondered about this when we saw it, too. We originally came up with the idea in January, and the game debuted months later. If there are any good lawyers out there reading this, please contact Scary Larry.

Coming in February



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SLIPPING SUPPORT SOURS THE SATURN

I own a Saturn, and I'm angered by the lack of attention it's getting. In issue 107, I saw three advertisements for Saturn games. Everywhere else I looked I saw games for the PlayStation. Why?

**Brad Ball
Novi, MI**



Mmm...Saturn goodness

Hey, killer, we own a Saturn, and we're angered by the lack of good games that are

available (*The Crow: City of Angels* and *Sky Target—gimme a break!*). No one can give extensive attention to a game system unless game makers are supporting it with new games, and not a lot of companies are backing the third-place Saturn right now. However, that's not to say that some interesting things won't be happening for the Saturn in the future. Capcom (which released *Night Warriors: Darkstalkers' Revenge* exclusively for the Saturn) has announced that *X-Men vs. Street Fighter* will be a Saturn exclusive, and all of Working Designs' RPGs are available only on Saturn.

E-mail us your comments through America Online at **Keyword: GamePro** or at this Internet address: comments.gamepro@gamepro.com

HOW DID CROC FIND HIS COMPETITION?



BUYERS BEWARE



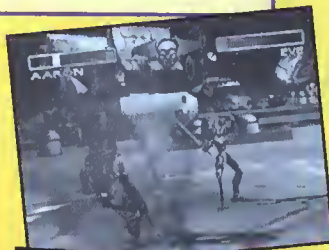
By The Watch Dog

Licking the candy I got on Halloween sure is better than licking my paws all day. Unfortunately, it seems that some gamers are feeling more tricked than treated because of the purchases they've made.

Q: I recently rented Dark Rift for the Nintendo 64.

However, when I turned on the game, it was in black-and-white and not color (but it played fine). A few days later I rented the game again, but from a different video store, and the same thing happened—no color. What's going on?

Anthony Valverde (Negstorm) via Internet



Is your TV colorblind?

A: A Vic Tokai customer service rep explains: "Because of a small quirk in the game, Dark Rift cannot be played in color on certain television models. It's still too early to tell which particular TVs are affected, but it's very rare that this problem occurs."

The Watch Dog adds:

If you've purchased Dark Rift and are unable to play the game on your TV, return the game to the store you bought it from and ask for a full refund. If the store refuses to take it back, have the store manager contact Vic Tokai's customer service department at (310) 326-8880 for an explanation concerning the problem.

Q: I recently went to a used video-game sale at a local store to get some good games, but instead I got ripped off! The store guaranteed that every one of their games worked as good as new, but when I got to the last level of the game I bought, it froze and wouldn't work! I demanded my money back from the store, but all they did was accuse me of breaking the game. Is there anything I can do?

dimartin via Internet

A: The Watch Dog replies: Buying used video games is a good way to save money, but it's also very risky. Despite what a store that sells used video games says, they can never guarantee the quality of their used games, and will almost never give refunds if you're not satisfied. To be on the safe side, you may want to ask the store where you're purchasing the game if you could test it before you buy it.

Q: Are there any cleaning systems available for the Nintendo 64? If so, how much do they cost?

Ismir Softic Skokie, IL



A: A Nintendo customer service rep responds:

"Currently there aren't any officially licensed cleaning devices for the N64 because it already has a built-in cleaning system. If you're really adamant about keeping your games clean, though, you can always use any officially licensed cleaning system that was made for SNES games on your N64 games."



Behold: Like its cousin, the self-cleaning oven, the self-cleaning N64 comes equipped with everything you could ever wish for!

Q: Ever since I bought my Nintendo 64, I have been wondering about the opening labeled "Memory Expansion." When I opened it up to see what was inside, I found a message that said, "Do not remove jumper pad from control deck. See instruction booklet." I looked in my instruction booklet, but didn't find anything that mentioned the jumper pad. Can you tell me what it is?"

CallenJ679 via Internet

A: A Nintendo customer service rep answers:

"The Memory Expansion slot is supposed to be used in conjunction with the 64DD. Basically, it will help expand the memory of your N64 system by adding more RAM to your buffer, which, when hooked up to the 64DD, will enable those games to run faster and smoother. The jumper pad that came with the system is placed there to keep the N64 from searching for any other peripheral devices. Otherwise, your N64 would run in a continuous loop looking for information that's not there."



A jumper what?

At GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware

P.O. Box 5828
San Mateo, CA 94402

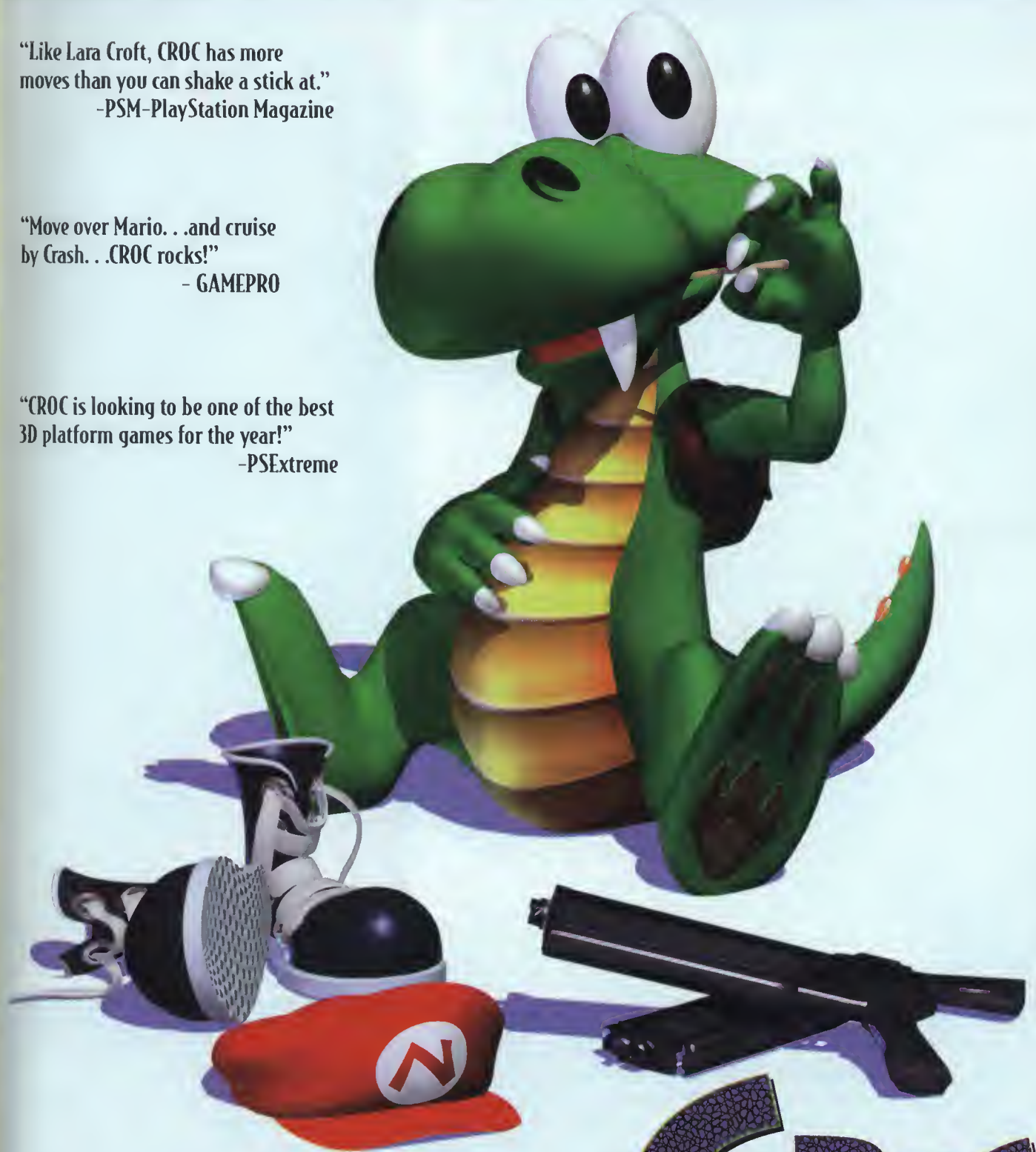
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Keyword: GamePro or at this Internet address:
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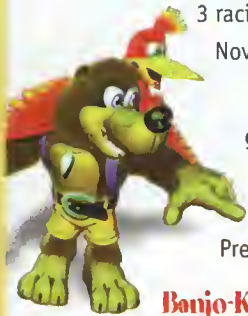
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LEGEND OF THE GOBBOS

Nintendo's Holiday Surprise!

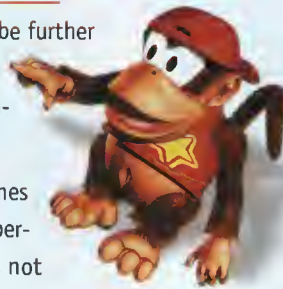
Diddy Kong Racing Announced; Griffey and Banjo-Kazooie Delayed

It's a case of one step forward and three steps back for Nintendo's upcoming 64-bit releases. In a surprise move, the company announced a new title, Diddy Kong Racing, which was not previewed at this year's E3 show (see "E3 Show-Stoppers," September). The 128-meg game, which features 8 characters, 25 levels, 3 racing vehicles, and Rumble Pak support, will park on store shelves November 24. See this month's "Sneak Previews" for details.



Banjo-Kazooie flies to 1998, while Diddy Kong races in its place.

centerpiece of Nintendo's E3 lineup. Sports fans will be further disappointed to learn that Major League Baseball Featuring Ken Griffey Jr. (see "Sports Pages," September) will stay in the Nintendo dugout until March 30.



According to a Nintendo press release, the games have been rescheduled "to allow developers to fully perfect the software to guarantee mega-hit quality." It's not like the absence of these three games will kill the holiday season for the N64—third-party companies will be delivering plenty of high-profile products, such as Madden 64 and WCW vs. NWO: World Tour, plus Nintendo itself will publish Bomberman 64 on December 1 (see "Sneak Previews" this issue). But with so few Nintendo 64 games on store shelves as it is, every delay serves as a frustrating trial of gamers' patience and loyalty.



Get ready, MDK fans—Kurt Hectic is about to make the jump from the small screen to...well, the small screen again. Shiny Entertainment, Playmates Interactive, and Mainframe Entertainment have announced a collaboration to create an animated TV series based on the hit shooter, MDK. Produced by Mainframe Entertainment, the computer animators behind the groundbreaking *ReBoot* and *Beast Wars: Transformers* shows, MDK will follow sniper helmet-clad hero Kurt Hectic as he saves the world in, as Shiny president David Perry puts it, "very non-standard ways." Playmates will also produce a line of toys based on the TV show; both are slated to appear in the fall of 1998.

MDK marks the second Shiny property to make the jump from TV gaming to TV viewing. The animated *Earthworm Jim*, currently part of the WB Saturday morning lineup, also earned an animated series and Playmates toy line. Meanwhile, Mainframe's *ReBoot* makes the opposite jump this Christmas, as the series becomes a game from Electronic Arts.



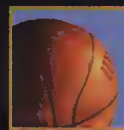
Lights, camera, carnage: MDK hits the airwaves next fall.

news bits



1997 Video Game Champ Crowned! Congratulations to 15-year-old **Alan Jones** of Philadelphia, the grand prize winner in the **1997 National Video**

Game Championhips. Alan flew to the Mall of America in Bloomington, Minnesota, to defeat 13 other regional champs at **Sony's CART World Series** for the **PlayStation.** Alan walked away with a \$25,000 college scholarship and extremely impressive bragging rights.



NBA Shoot Out '98 Warms Up! We couldn't get much info out of **Sony**

about its latest **PlayStation** basketball sim, but we did learn this much: Fans can expect all the good stuff from last year, plus spin moves, tip-ins, fake passes, and a two-on-two option. Here's the one screen Sony was willing to let go; look for more info in future issues.

Early shots from **NBA Shoot Out '98** only serve to tease a rabid b-ball fanbase.



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enjoy the
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of their
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- Lord Chesterfield

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Map complicated, hard-to-remember multi-button moves to a single button for execution of lethal maneuvers. And it's a perfect fit for hands of all sizes, letting you keep a solid grip and making it easier to use any of the buttons or triggers. So, the more SideWinder game pads you own, the more friends you can take advantage of.



www.microsoft.com/sidewinder



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PATENT DISPUTE THREATENS INDUSTRY

Heights, Illinois, contacted Apogee, creators of Duke Nukem 3D, and informed it that it was infringing upon Patent #4,662,635, which covers the video-game playback of live events. Since the company had not paid a licensing fee to the patent holder, it was to "immediately cease and desist from further manufacture, sale and use of such animated video games."

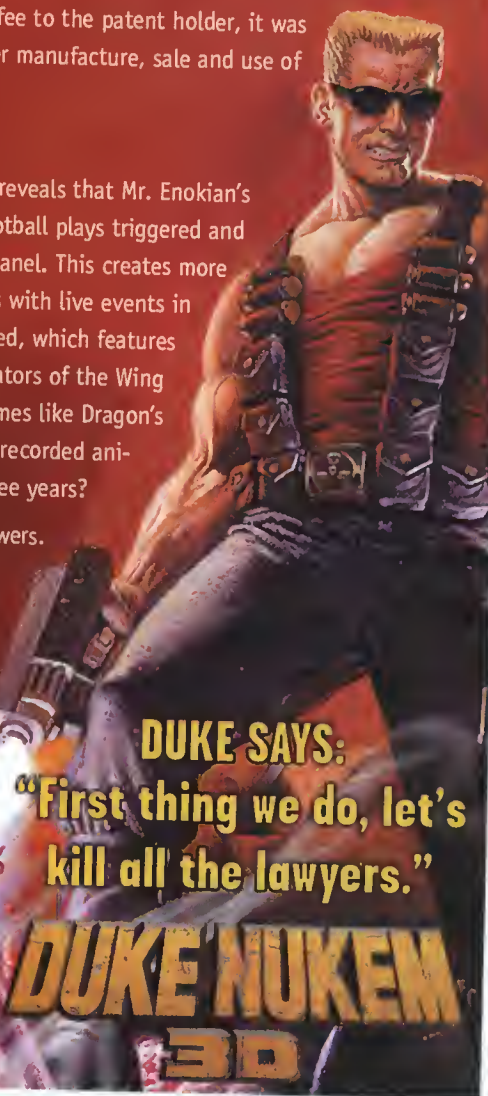
As Duke would say, "Holy cow."

Further inspection of the patent itself reveals that Mr. Enokian's 11-year-old invention involves videotaped football plays triggered and played back via button presses on a control panel. This creates more questions than it answers. If the patent deals with live events in video games, why was Duke Nukem 3D targeted, which features no live actors, but a company like Origin, creators of the Wing Commander series, left alone? What about games like Dragon's Lair, which gives players interaction with pre-recorded animated scenes, but predates this patent by three years?

At this time, there are no clear-cut answers. If this patent is validated, then potentially all video games could be dramatically affected. While Apogee confers with patent attorneys as to the company's next step, Duke himself phoned in from a tropical island with his two cents. "This friggin' legal creep makes aliens look like the good guys," said the muscle-bound defender of humanity. "If he cuts short my vacation, it's gonna be RPG time."

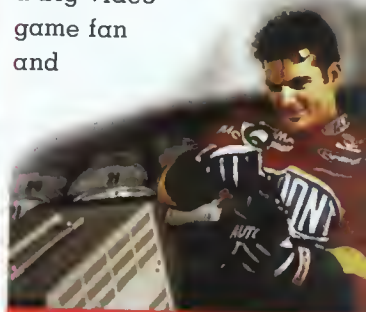
Duke Nukem may have thought fighting aliens was tough, but he hasn't seen anything yet. Just wait 'til he goes up against lawyers.

A law firm representing Craig Enokian of Palos



Jeff Gordon Races for ASC Games

NASCAR phenomenon Jeff Gordon—winner of this year's Daytona 500 and the youngest driver ever to capture the Winston Cup Championship—will soon get behind the wheel with ASC Games to co-produce his own line of racing video games. "I have always been a big video-game fan and

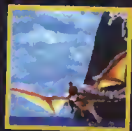


Admitted game addict Jeff Gordon will soon trade his steering wheel for a joystick

have wanted to do a project like this for a long time," says Gordon. Look for the first Gordon game on a variety of platforms next Christmas, with an ongoing series of titles to follow.

news bits

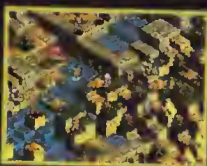
Two RPG Sneak Peeks!



A pair of quickies for role-playing fans: **Sega's** readying **Panzer Dragoon Saga**, based in the fantasy world of the successful **Saturn** shooters.

You'll still be able to fly around and engage in 3D battles—but this time without rails! **Atius**, meanwhile, is hard at work on **Tactics Ogre**, which picks up where **Ogre Battle** leaves off.

Panzer Dragoon returns in February; **Tactics Ogre** hits PlayStation even sooner.



We'll have an update on both titles in a future installment of "Role-Player's Realm."



3Dfx Sues Sega!

Just weeks after **Sega** confirmed that it would not be using **3Dfx's** chipset in its next console game system, **3Dfx** came up with a stinging response: A lawsuit seeking unspecified damages for breach of contract. **Sega** quickly denied any wrongdoing and said the company would "aggressively defend" itself against the complaints.

GamePro Online Takes On A New Look!

More Game Play

More Tips and Codes

GAMEPRO ON LINE

More Game News

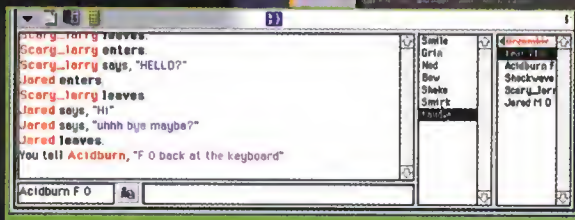
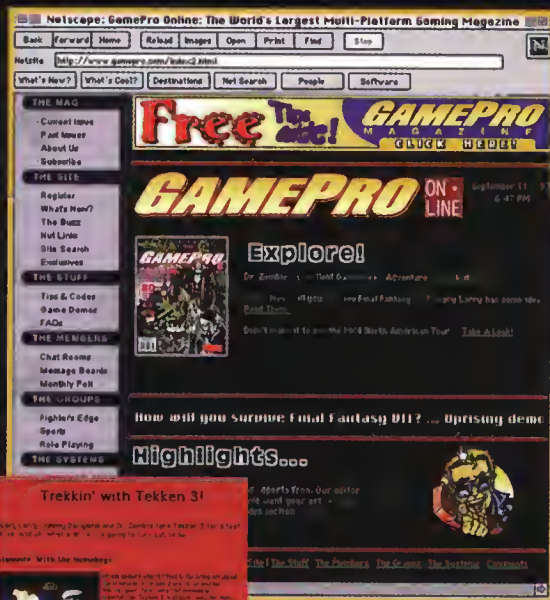
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Snap into sniper mode with the flip of a button.



Start zooming in.

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- Six new arenas designed exclusively for the Sony PlayStation™ game console.
- An arsenal of unique and twisted weapons including bombs, grenades, homing missiles, parachutes, and much more.
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...UNTIL YOU SEE THE GREENS OF THEIR EYES.



Keep going.



Ahh. Bullets or homing grenades?



Homing grenades.



IT THINKS. THEREFORE IT KILLS.

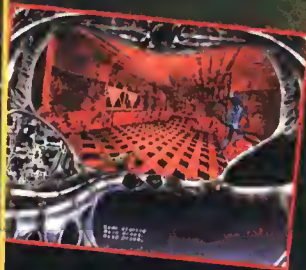
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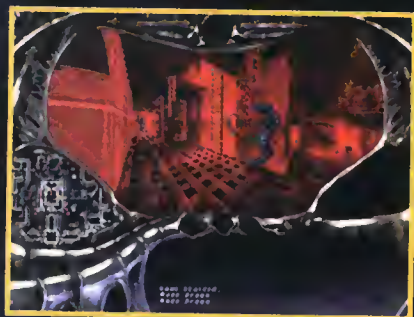


In Cyberspace, No One Can Hear You Scream

While fans witness an *Alien* resurrection at the box office, Kesmai is giving Fox's acid-blooded beasts a whole new life online.

By Action Girl

Many companies have attempted to translate the creepy, claustrophobic combat of the popular *Alien* film series into a video game—witness *Alien Trilogy* by Acclaim, *Alien³: The Gun* by Sega, and both Atari's and Capcom's versions of *Alien vs. Predator*. Fans, however, are still looking for the ultimate Aliens gaming rush—and they may be about to get it. *Aliens Online*, produced by Kesmai Corporation and Fox Interactive, brings the acid-spitting, double-jawed extraterrestrial terrors to the Internet, packing enough tense, real-time action to make Ripley shake in her combat boots.



Aliens have an unrestricted map view of the entire level, but their first-person view is tinted an eerie blood red.



In tight tunnels and air ducts, the Aliens have a distinct advantage.

the game's producer, Jason Bell. Cooperative play is the only way to win, whether that be assembling a fire team to seek out the hidden alien hive on each of the game's five levels, or protecting that hive from human attackers. Next year, Kesmai will add voice support to the game, so Marines and Aliens can give directions, call for help and plan strategies verbally on the fly. A level builder will also be made available so that players can stake out their own territory in the aliens' universe.

This Time, It's War

Most action games work from an "Us vs. Them" mentality: One lone superhero battling the forces of evil. *Aliens Online* takes that concept and skews it—players now decide which side is "us" and which is "them" by choosing to be a Colonial Marine or an Alien. While the first-person Marine perspective remains familiar, looking through the eyes of an Alien is distinctly, well, alien. Both species must quickly adapt to the game's varying environments in order to fully utilize them.

"The point of *Aliens Online* is for people to play each other," states



netlink



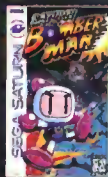
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*Must establish Internet account at additional cost to access Internet. **Manufacturer's Suggested Retail Price - Prices May Vary.

ALIENS

ONLINE



It's a Bug Hunt

Both the Aliens and Marines have distinct and impressive capabilities, ensuring that neither side has an advantage. The slow-moving Marines command devastating long-range weaponry, but the speedy Aliens don't remain long-range for long. Aliens can jump three times as high as the Marines and can tear through air ducts at blazing speeds—yet their claw and tail attacks are only effective when they're up-close and personal. The Marines build their character over time, winning medals and keeping campaign records from session to session. The Aliens, meanwhile, move up in rank from Face-Hugger to Worker to the Queen Alien herself (who must be protected at all costs). If she dies, the hive's pretty much toast, and all the other people playing as Aliens will find themselves doomed.



Kill an alien too close and you'll get hit by a spurt of acidic blood.



Statistics
 Strength: 12
 Dexterity: 12
 Constitution: 12

Skills
 Electronics: 1
 Computers: 0
 Motion Tracker: 1
 Smart Gun: 0
 Medical: 2
 Service Points: 0

Action Girl

The longer each Marine survives, the more skills and medals they will earn.



As in the movie, Marines can see what their fire team sees through helmet-mounted cameras.



Player names are displayed over each sprite, and both species can chat at will.

Detail-oriented fans of the films will revel in the accurate levels (including a re-creation of colony LV-246) as well as familiar weapons and movie-direct sound effects, such as the distinctive burst of the pulse rifles. "With Aliens Online, we've gotten very close to the foreboding, deep, mysterious feel of the movie," says Bell.

Stay Frosty

By the time you read this, Aliens Online should be in a public beta stage (which you're welcome to join, so long as you don't mind a few possible bugs here and there). When the final software becomes available in December, fans will be flocking to heat up the hive. **E**

Aliens Online

URL: <http://www.aliensonline.com>.

Supported Browsers: Netscape, Internet Explorer, and AOL

Minimum Requirements: Windows 95, Pentium 90, 16 MB RAM, 16-bit 640x480 resolution, 16-bit sound card, DirectX3/DirectDraw

Price: Free

Release Date: Currently in public beta; final product available December



The Marines' objective: Infiltrate and obliterate the aliens' hive!

E-mail us your comments through America Online at **Keyword: GamePro** or at this Internet address: comments.gamepro@gamepro.com

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Compatible with N64 Rumble Pak—feel the road in your bones.



1 to 4 player racing with horizontal and split screen options

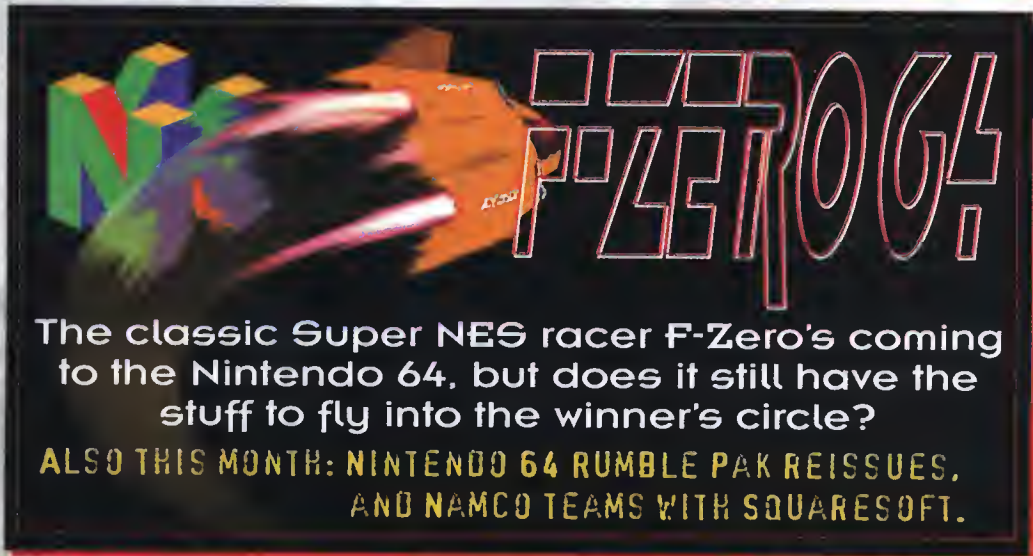


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OVERSEAS PROSPECTS

An International
View on Video Games



The classic Super NES racer F-Zero's coming to the Nintendo 64, but does it still have the stuff to fly into the winner's circle?

ALSO THIS MONTH: NINTENDO 64 RUMBLE PAK REISSUES,
AND NAMCO TEAMS WITH SQUARESOFT.

By Nob Ogasawara



F-ZERO 64

It's been seven years since F-Zero was first released for the Super NES. Even as one of the system's first titles, it was one of the best 16-bit racing games, and still is to this day. Will F-Zero for the Nintendo 64 achieve the same status? Judging by an early peek at the game—yes!

Even though still in development, F-Zero 64's shaping up to be a top racing game, featuring single-player race and time-trial modes, as well as a split-screen multiplayer mode for up to four drivers (just like Mario Kart 64). The game still uses a futuristic antigravity racing theme, and the tracks will feature loops, curves, tunnels, and jumps. You'll be able to choose from eight vehicles, four of which are from the SNES version. F-Zero 64 will also feature multiple camera angles that you can change on the fly.

It looks like F-Zero 64 will have old, faithful Nintendo fans doing cartwheels, while bringing a whole new generation of players into the Nintendo fold. Look for more coverage on this hot game in upcoming issues. **G**

Developed and published by Nintendo
Available Fourth Quarter '97 in Japan

rumbling reissues



Wave Race 64: Whole lotta shakin' goln' on.

Ever since the Rumble Pak made its rattlin', rollin' debut with StarFox 64, several companies have designed games to be compatible with the make-your-controller-shake-when-hit peripheral. In Japan, however, Nintendo's reissued versions of Wave Race 64 and Super Mario 64 that support the Rumble Pak (the game content is otherwise unchanged). Nintendo of America has no comment on whether these new versions will be released in the states.

Square and Namco



Could Tobal be headed to an arcade near you?

In Japan, Squaresoft already has fighting-game hits on its hands with Tobal No. 1 and 2 for the PlayStation, but recently it's turned its attention to the arcades. Squaresoft has started developing an arcade fighting game, which will probably be programmed by Dream Factory. The game will be developed on Namco's System 12, the same hardware that supports Tekken 3.

A close-up, dramatic photograph of a shark's mouth. The image is dominated by the dark, cavernous interior of the mouth, with rows of sharp, pointed teeth. The teeth are illuminated from within, creating a bright, fiery orange and yellow glow that contrasts sharply with the surrounding darkness. The top of the image shows the flared nostrils, which are also brightly lit, giving the impression of fire or intense heat. The overall effect is one of raw power and predatory intent.

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to the bloodthirsty T-Rex himself.

All in lush 3-D environments with pulse-pounding

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sound effects.

The Lost World.



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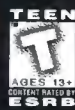


A close-up, dramatic shot of a dinosaur's head, focusing on its mouth and eye. The mouth is wide open, revealing a row of sharp, yellowish teeth. The dinosaur's eye is visible in the upper left, glowing with a bright orange light. The overall lighting is dark and moody, with the primary light source being the glowing eye and the teeth.

ALL CONTROLLED BY A BRAIN
INCAPABLE OF REMORSE.

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3D Breakthrough Environments



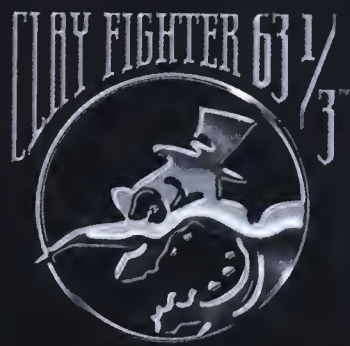
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AND HIDE

FOR THE WOODS

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ALL THE THINGS

NOW YOU CAN DO



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 FORESTS, TEMPLES
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 BLOODY DEATH BLOWS
 NO TIME LIMIT
 NO LIFE BAR
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Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a badass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.



ASCII
ENTERTAINMENT

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TOMB RAIDER II

STARRING LARA CROFT



Last year Eidos Interactive opened its Tomb and struck serious pay dirt.

Eidos hit the big time with the original Tomb Raider, so it's gone all-out with TRII. This action/adventure CD follows the continuing exploits of Dr. Lara Croft, acquirer of ancient antiquities, as she seeks the fabled Dagger of Xian (see sidebar "The Story: Lara Croft and the Dagger of Xian").

LARA IN GOOD FORM

Tomb Raider II is being developed by Core Design (programmers of the first Tomb Raider game), and the Design boys continue to make Lara look like a dream even as she battles rendered 3D nightmares. TR fans will play via the same behind-Lara views, and in the prelim versions, the camera still tracked automatically, so you may encounter those famous off-screen Tomb Raider firefights.

They say if it ain't broke don't fix it, and Eidos and Core certainly seem to agree. In TRII, the gameplay enhancements are few, but with one major addition: Not only will Lara retain her outstanding multidirectional leaping ability and all her other moves (including extensive underwater swimming), she'll also be able to scale walls vertically and laterally like a rock climber.



Does Lara jump?
Oh, yeah!

In a season overrun by PlayStation sequels, here's a hands-on preview of one of the most highly anticipated sequels yet!

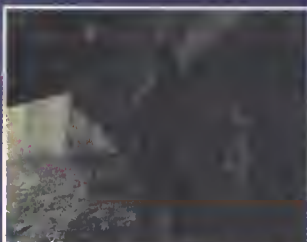
By Eye Spy

TOMB RAIDER II WEAPONS

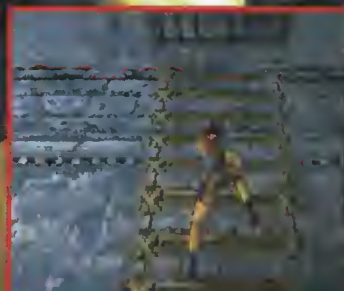
- Automatic Pistols
- Machine Pistols
- Harpoon Gun
- Grenade Launcher
- M16 Automatic Rifle
- Uzi Submachine Guns
- Shotgun
- Flares



Tomb Grenade Launcher



TRII features dynamic lighting which enables Lara to light up otherwise dark areas during gameplay.



The climbing move is the only way to reach some out-of-the-way places.

THE STORY:

LARA CROFT AND THE DAGGER OF XIAN

The Dagger of Xian: Believed to have once been used by an unnamed tyrannical emperor in China before its seizure by Tibetan Warrior Monks. Legend has it that the dagger was restored to a secret resting-place within the Great Wall. Reportedly, a fanatical cult called the Fiamma Nera worships this mythic artifact for its reputed magic powers. "He who plunges the dagger deep into his heart will gain the power of the dragon."

—From an encyclopedia of ancient Chinese mythology by Liau Tjang Mygano

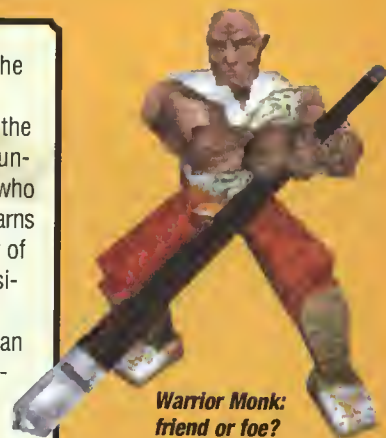
Dr. Lara Croft, freelance adventurer and acquirer of archaeological antiquities, has uncovered a clue to the location of the mysterious Dagger of Xian. Her quest for the mythical artifact begins at the Great Wall of China where she discovers a locked passageway to an an-

cient temple, possibly the hiding place of the Dagger of Xian.

However, an impenetrable door blocks the way to the trophy room, and Lara also encounters members of the infamous Fiamma Nera, who will stop at nothing to find the dagger. She learns that the key to the door may be the property of deceased magician Gianni Bartoli, whose residence is Venice, Italy.

Lara's search will take her to the Venetian canals, a floating deep-sea salvage rig, a shipwreck on the ocean floor, the eerie catacombs beneath a Tibetan monastery, and a subterranean land called the Floating Islands.

Her every step is dogged by Tibetan Warrior Monks, assassins of the Fiamma Nera, Bartoli's evil nephew, all manner of vicious beasts, and even the mythical Yeti (abominable snowman). But as Lara—and you—will discover, these are the least of the lethal dangers awaiting as she chases the Dagger of Xian.



Warrior Monk:
friend or foe?

WEAPONS VS. WEIRDONES

In the original Tomb Raider the monsters and bad guys were mean but their in-game population was lean. In Tomb II, there will be a population explosion! Lara will face a horde of foes who are human, animal, and...whatever. Human bad guys will star Warrior Monks, Imperial Soldiers, and Fiamma Nera Assassins. Animals include leopards, eels, sharks, and giant spiders. The what-ers? How about the Yeti (abominable snowman) and humanoid reptiles?

In order to beat these beasts, Lara will pack major firepower. In addition to her standard pistols, she wields dual machine pistols and double Uzis, too. Lara also has a special treat for underwater foes: a wicked harpoon gun. But when the going gets really tough, she goes military with an M16 automatic rifle or a grenade launcher.

ALL THIS AND TOMB RAIDER II

So far, Tomb II looks like a can't-miss opportunity for Raider fans who crave brain-rattling puzzles and finger-spraining shootouts. Looking for adventure? Once again, prepare to enter the Tomb. **G**



Lara has mucho close encounters of the thug kind.



The Yeti is abominable.



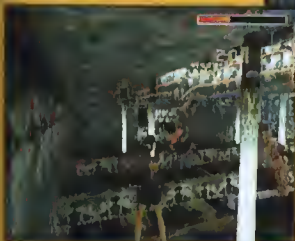
The Flare is one of Lara's most useful new tools. You'll be able to toss flares into the darkness, too.



Lara did a lot of off-season lung work preparing for her underwater adventures.



This scuba guy could have an unfair advantage.



Be prepared to fight more than in the last Tomb Raider adventure.



Tomb Raider I

Tomb Raider II

The artists at Core have amped the level of detail in the graphics. Note the level of detail in this TRII tiger compared to the feline from the original TR.



The Difference Is Real.

INTERACTIVE ENVIRONMENTS

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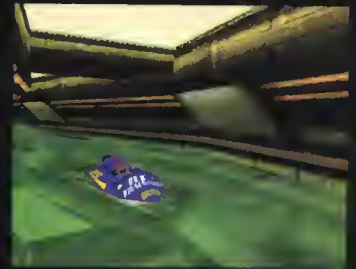
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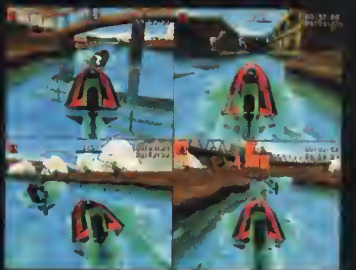
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Check out the tunnels but don't get too friendly with the walls.



See the sights in New York, but watch out for the cobble.



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-Ultra Game Players-

"Amazing visuals"

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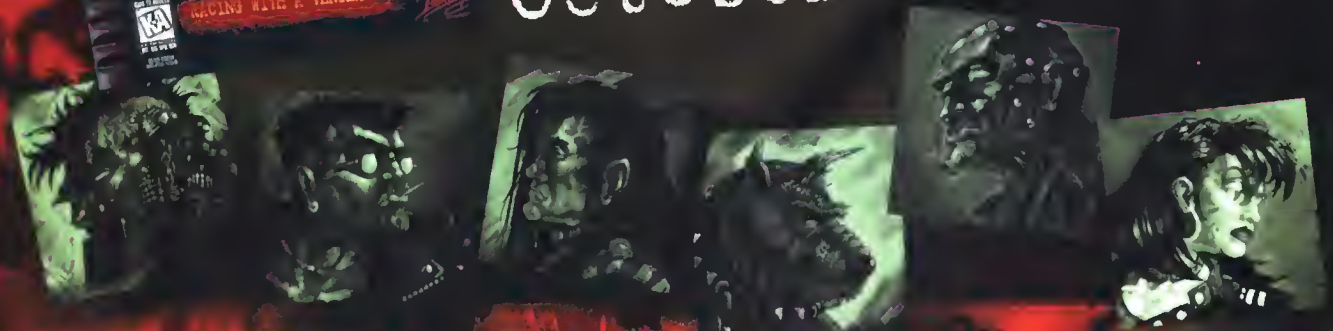
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RACING WITH A VENGEANCE

KIDS TO ADULTS



The Master Blasters

Here's an inside look at how the LucasArts crew created *Masters of Teräs Kāsi*, along with some cool new moves for the only fighting game that uses the Force!

By Scary Skywalker

Here's a tall order: Create the best fighting game you can, using *Tekken* as a base but including as many multi-hit combos, special moves, and defensive maneuvers as possible without sacrificing graphics detail or speed. Now enshroud the game in the most in-depth fantasy world ever created, where fans are rabid about the smallest details, and you know the challenges that lead programmer Tony Hsieh and his team at LucasArts faced as they crafted *Masters of Teräs Kāsi*.

Using The Force

Knowing that fighting-game fans are always looking for perfection in their games, Hsieh and the team strove for just that. Combining the tap-style button moves of *Tekken 2* with *Star Wars* fighters seemed like a fun idea, but matching diverse



The team hard at work, with Tony Hsieh (standing far right) presiding.

fighters (like the seven-foot-tall Chewbacca against the petite Princess Leia) proved daunting. And added to the fray are double moves—one set of moves that works when you're holding a weapon, and another when you're not—and Force moves, which are special moves you can perform once you build up that legendary *Star Wars* power (see sidebar "The Force" and the character profiles that follow for more on the Force moves).

Teamwork was the name of the game for the *Masters of Teräs Kāsi* programmers. Working with traditional animators, programmers, and most importantly hard-core game players, design teams were "sectioned off," meaning that some members were assigned specialized tasks, like animating foot movements, kicks, or hit reactions, while other animators worked on whole characters. These animated characters were then fine-tuned, which could take days or even weeks, so that hit collisions and fight movements were perfect. After all this work, the characters were then turned over to Hsieh for balance adjustment so that he could make sure that no one fighter would dominate the game.



The artist's renditions are integral to every stage of the game's development.

STAR WARS MASTERS OF TERÄS KĀSI™



The Tusken Raider tribe has no better defender than Hoar.



Arden's original concept was a little too manly.

Exclusive

Masters of Teräs Kāsi

Exclusive

Testing Teräs Käsi

The next step? LucasArts employs a very qualified, professional team of testers (see sidebar "Testing 1-2-3") who meticulously check every move for accuracy and bugs. Functional input is also passed along. For example, if the moves for Leia in Teräs Käsi didn't match the strengths and weaknesses attributed to the original *Star Wars* character, then the testers let Tony and his team know.

Where does the cycle end? You'll see the full results of all their hard work this November when Masters makes its debut. Until then, take our word for it—the Force will be with Teräs Käsi.



The Dark Lord of the Sith will show up as a final boss in the game!

Testing 1-2-3

Who wouldn't want to be a game tester for LucasArts? The fact is anyone with a passion for video games who likes working with great people and in a great atmosphere could really excel as a LucasArts tester.

Mark Cartwright, the Q/A manager at LucasArts, oversees the testing department, and he knows what LucasArts is looking for in a game tester:

- A good background in PC and/or console games
- People with good communication skills
- Full-time workers

The testers are also responsible for much of the key input that is used to help fine-tune the games, so Cartwright looks for people with good analytical skills as well.

Not only is it fun, but working in the LucasArts' testing department also has some very rewarding benefits. In addition to meeting a wide range of people and testing games for one of the most well-known companies in the world, testers also gain valuable experience that can help them later in their careers. Just check out this list of some former LucasArts game testers who have steadily advanced and are on their way to becoming industry stars:

Chris Purvis
Programmer
Monkey Island

Wayne Klein
Production manager
Rebellion

Darren Johnson
Programmer
X-Wing vs TIE Fighter

The busiest time for the LucasArts testing department (and the time when they need testers the most) is usually just before a product launch or around August and September. Sound interesting? Contact LucasArts Human Resources at their Web site at <http://www.lucasarts.com>.



The testing department at LucasArts

The Teräs Käsi Team

**Project Leader,
Designer & Programmer**
Tony Hsieh

Programmers
Robert Blackadder—Engine &
Animation Programming
Nick Pavis—Optimization, Menu &
Sound Programming

Lead Art & Designer
Craig Rundels

Lead Gameplay Animator
Kevin Boyle

Gameplay Animators
Simon Allen
Suzanne House
Christina Napier
Jim Rice

Character Models
Cory Allemeier
Craig Rundels

2D Background Artists
Mark Benoit
Ron Lussier
Arnaud Mayet
Paul Mica
Brian Rich

3D Background Artists
Lea Mai Nguyen
Craig Rundels

Texture Artists
Cory Allemeier
Arnaud Mayet
Paul Mica

Sprites & In-Game Effects
Jim Rice

Art Technicians
Albert Chen
Gwen Musengwa
Josef Richardson

Illustration & Concept Design
Cory Allemeier
Paul Mica

Hi-Res Character Models
Lea Mai Nguyen

Hi-Res Textures
Arnaud Mayet

Cut-Scene Concepts
Garry Gaber
Craig Rundels

Cut-Scene Animation
Garry Gaber
Lea Mai Nguyen
Jim Rice
Craig Rundels
Clint Young

Additional Art Technicians
James Byers
Armando Lluch
Chris Weakley

Storyboard Artist
Paul Topolos

Effects Specialists
Charles Andrew Nelson

Production Manager
Camela Boswell

Exclusive

Masters of Teräs Käsi

Exclusive



The Force

As every *Star Wars* fan is aware, the Force flows through everything; it binds us and surrounds us. In *Masters of Teräs Käsi*, you build up the Force in your fighter during combat by blocking incoming attacks, scoring hits before your opponent can block, and performing complicated special moves or combos. The Force can be used in many different ways. Depending on the character, it may govern the effectiveness of conventional attacks or manifest itself in superhuman or supernatural effects. The Force Meter

(which is located at the bottom of the screen) measures how much Force your character has accumulated during a fight.

Four distinct levels of Force can be attained by each character, but building Force beyond those levels will either produce powerful effects or enable you to use a Force power that is several times more powerful than normal. Conserving the Force is essential, so it's important to have some accumulated for tough battles. Each character will have at least two Force-related powers.

Arden Lyn



Arden Lyn is the master of a new form of Force arts known as Teräs Käsi. She conspires with Darth Vader and the Emperor to destroy Luke Skywalker and the Rebellion. Her cyborg arm is her only real weapon, and she uses it to fire a blast of energy at opponents.

Force Power: Teräs Käsi Sphere Shock Wave

At lower levels, Arden can summon a personal Teräs Käsi Energy Sphere—but at full Force power, she unleashes an inescapable and unblockable Teräs Käsi Sphere Shock Wave.

Luke Skywalker

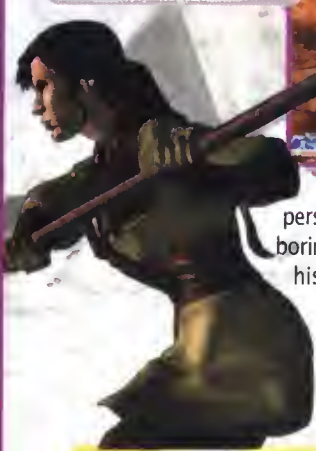


The son of Jedi Anakin Skywalker has always felt the strong conflict between the good and evil sides of the Force—the Light Side versus the Dark Side. Using the Jedi's only known weapon, the Lightsaber, Luke must defend more than just his physical body against Arden Lyn and the other mentors of the Dark Side—he must fight for his soul.

Force Power: Reverse Projectile Mode

This enables Luke to reverse an enemy projectile and turn its deadly power back at an opponent.

Princess Leia Organa

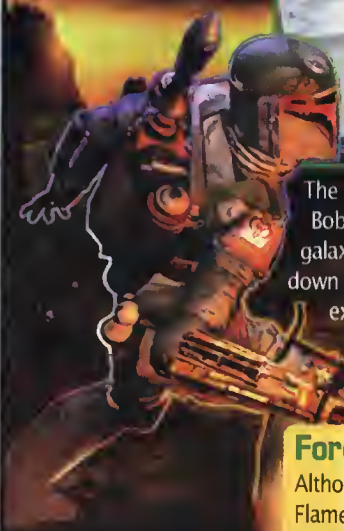


The feisty and fiery Leia is the perfect person to spearhead the Rebellion. Harboring a passionate hatred for Vader and his cohorts, she has vowed to get revenge for the destruction of her home planet, Alderaan, and seeks to bring together the Rebels and make a stand against the Empire. Strong is the Force in this one.

Force Power: Healing Mode

Despite her limited Jedi training, Leia's innate strength in the Force enables her to redirect energy to heal her body.

Boba Fett

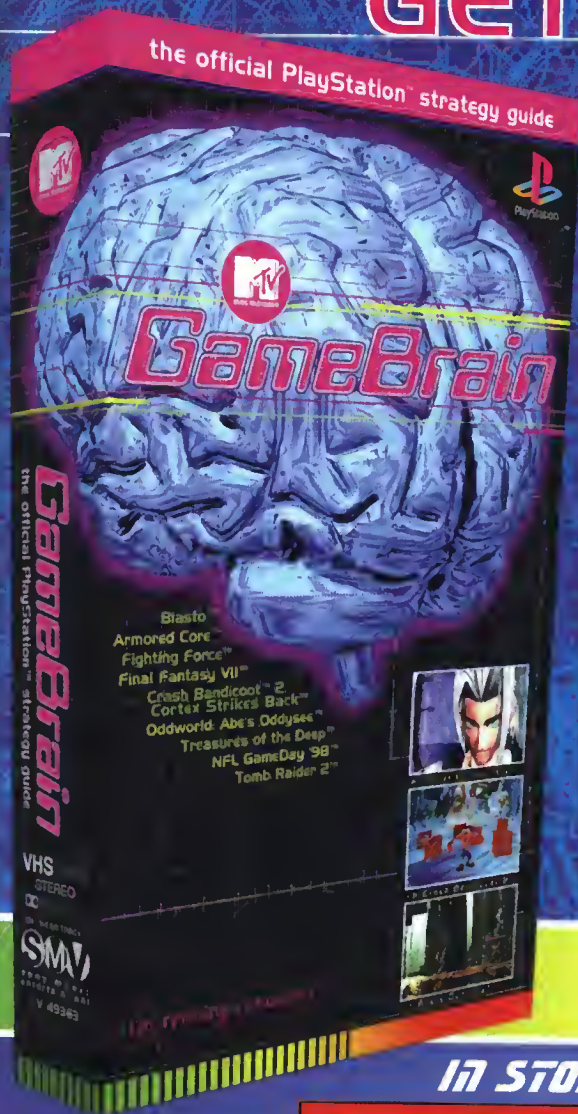


The most avaricious of bounty hunters, Boba Fett is renowned throughout the galaxy as an entity that relentlessly tracks down his prey. Using a variety of gadgetry expressly made to down adversaries like Han Solo, Boba Fett fights with cunning and precision.

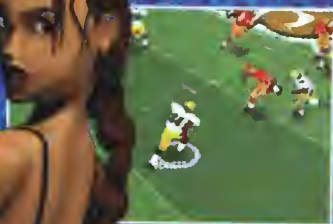
Force Power: Flamethrower

Although Fett doesn't use the Force, his Flamethrower has power equivalent to a full Force meter.

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Hoar the Tusken Raider

A life spent under the searing twin suns of Tatooine would make a Wookiee wobbly, so it's no surprise that the Empire would recruit one of the sandpeople to do its dirty work. Using the traditional weapon of the Tusken Raiders, the Gaderffii stick, Hoar makes enemies pay for their lack of concentration.

Force Power: Vampiric Hit

After the Teräs Kāsi power is activated, each hit that Hoar lands will steal energy from an opponent's health bar and heal any damage Hoar has suffered. The tide of battle can easily turn when Hoar activates this power.

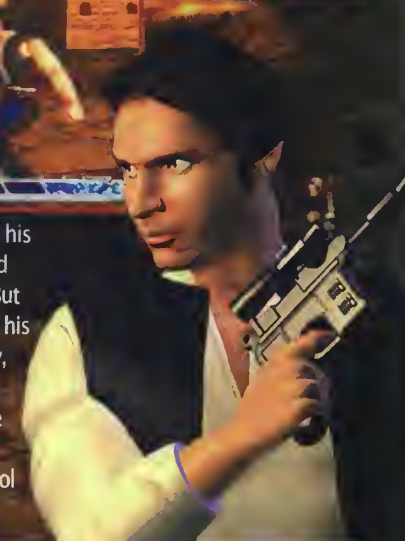


Han Solo

A mercenary with a price on his head, Han Solo never wanted to be part of the Rebellion. But his love for the Princess and his friendship with the farm boy, Luke Skywalker, have kept him busy lately. Although he trusts his blaster more than the Force, he still keeps a cool head in a brawl.

Force Power: Multiblaster Fire

Han, as skeptical about the Force as Boba Fett, can nevertheless redirect the power of the Force to his blaster, which will guide his gun so that he can fire multiple shots and inflict serious damage.

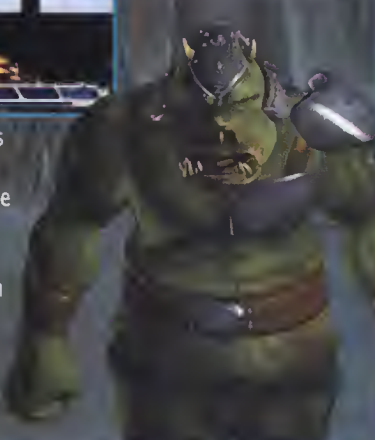


Thok the Gamorrean Guard

Years spent in the service of his master, Jabba the Hutt, have strengthened Thok for the battle against the infidel Rebels. After being approached by Jabba's mysterious female guest, Arden Lyn, Thok has been called to fight against the Jedi and their cohorts. Besides, it's better than becoming lunch for the Rancor pit monster.

Force Power: Napalm Fire Hit

If Thok successfully lands a hit, the power of Teräs Kāsi creates a mystic flame that will attach itself to his opponent and continuously burn them until Thok's Force meter runs out.



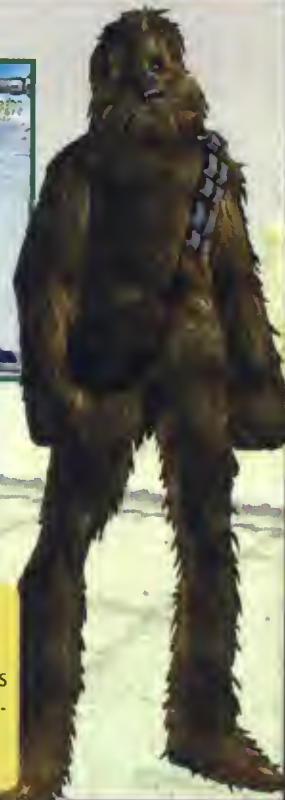
Chewbacca



Chewbacca's strength has always been his loyalty to his captain and friend, Han Solo. A fierce member of the Wookiee tribe, Chewbacca relies on his power and his bowcaster to help him in a fight.

Force Power: Hyperdamage Mode

The Force that Chewbacca accumulates is soon transformed into a Wookiee onslaught (a sort of berserker mode) that few will be able to defend against.



Next Month:
More Masters!

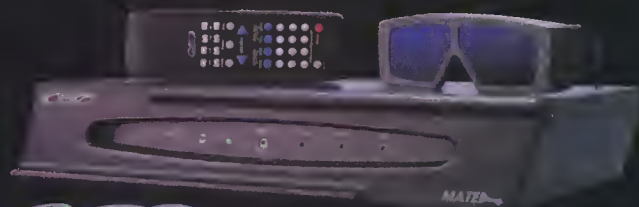
Star Wars: Masters of Teräs Kāsi looks like a surefire winner, and is due out this November. With its solid combo system and magnificent artwork, MOTK will not disappoint fighting-game fans or Star Wars disciples. Stay tuned to GamePro as we uncover more secrets of Teräs Kāsi, including moves and a hands-on preview!



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Weight	235
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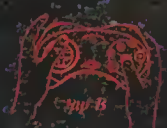
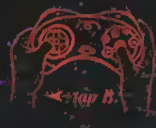
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last bronx





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THE CUTTING EDGE

Sega may be number three, but it's definitely trying harder. Last summer there was a lot of hoo-hah on the video-game info pipeline, on-line, and in print over reports that Sega was planning to develop its next-generation games system with graphics hardware by 3Dfx, a hot PC 3D accelerator technology company (see "ProNews," September). Then, *Microprocessor Report*, a prestigious semiconductor industry newsletter, broke the story that Sega had selected NEC's PowerVR graphics technology over 3Dfx's Voodoo Graphics hardware for its next game system.

Just the Facts

In fact, Sega had been working on two systems. According to Jim Turley, senior editor at *Microprocessor Report*, Sega had been working with both 3Dfx and NEC to research its next-generation video game system. "An American team was working on a system design with 3Dfx, while a Japanese team worked with NEC in Japan and its PowerVR technology," says Turley. The 3Dfx-based system was code-named Black Belt, and the Japanese system was code-named Dural.

NEC Power

PowerVR is the product of NEC and VideoLogic, and it's currently trading body checks with a gang of 3D graphics accelerator technologies for the PC, including 3Dfx's Voodoo graphics board. The average video gamer only needs to know that PowerVR technology incorporates all the current bells and whistles for next-generation 3D graphics,

Beyond  :
SEGA Builds A Dream System

It's fun to speculate, so here's an update on Sega's next generation hardware.

By The Whizz

including Z-buffering, anti-aliased textures, mip-mapping, smooth shading, and more.

However, for anyone looking to go toe-to-toe with Sony in the video game system business, PowerVR possesses a possibly more enticing asset—the NEC connection. "NEC," says Turley, "represents one-stop shopping for all your video game system needs." True, as a major systems manufacturer, NEC, unlike 3Dfx, produces every computer component, including chips, disk drives, and monitors. NEC even produces some chipsets for the Nintendo 64, and it's been in the video game system business before, as any forthright TurboGraphx 16 fan can tell you.

Speculating Specs

For the record, other than grudgingly acknowledging their business alliance, Sega and NEC are keeping their lips zipped about any other features of the Dural game machine. However, game developers have been eyeballing Dural specs for months. In fact, Turley reports that his sources indicate that the system will house a CPU based on Hitachi's SH-4 microprocessor, 16 megabytes of system RAM, a 12x or 16x CD drive, and a Windows CE operating system.

The Hitachi CPU is a good guess because it's a fourth-generation version of the Hitachi silicon that currently powers the Saturn. The SH-4

is tuned to rock and roll 3D graphics for games, and it's also part of a Hitachi chip family that will support the Windows CE operating system.

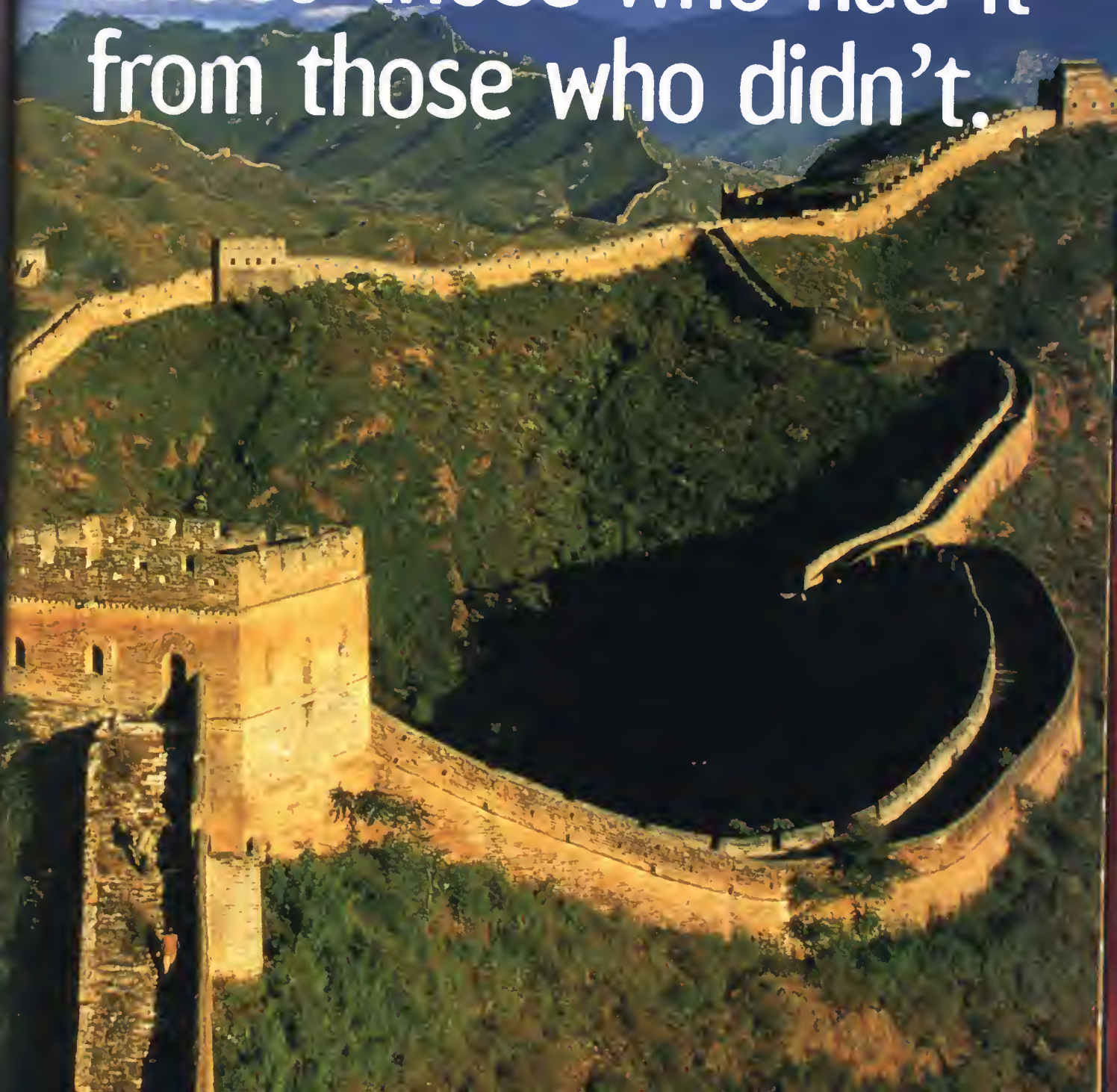
The Windows CE possibility is intriguing since, as Saturn owners will testify, any new game system needs game support—and plenty of it—from third-party game designers. Windows CE will make porting games from the PC's Windows 95 and Windows 98 operating systems to Dural (and vice versa) a relative breeze. Sega (who has already waded into the PC games arena with Sega Entertainment and SegaSoft) will suddenly have a wagon-load of potential third-party supporters from PC game labels.

The CD drive at any speed is also intriguing because recordable DVD drives and DVD games (see "The Cutting Edge," September) are just beginning to appear on the market. It's tough to imagine that Sega, or even Sony for that matter, would launch a new system without considering that fact. DVD drive price tags will shrink in just a few short years, particularly if you can manufacture them yourself... which brings us right back to NEC.

What? Video Gamers Worry?

The bottom line? Play for today. There's no doubt that Sega as well as Sony have their next-generation systems on the drawing boards and test benches. They must if they are going to hit any development deadlines in the next two to three years. Until then, just support the game system of your choice. **G**

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the Great Wall
divided those who had it
from those who didn't.



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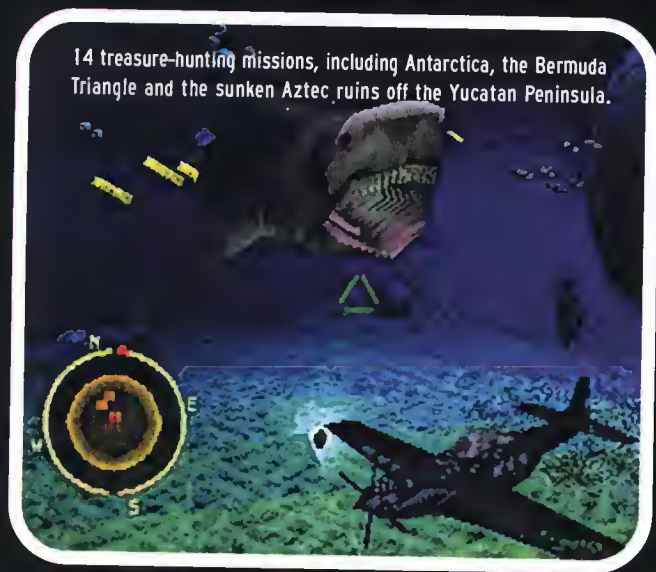


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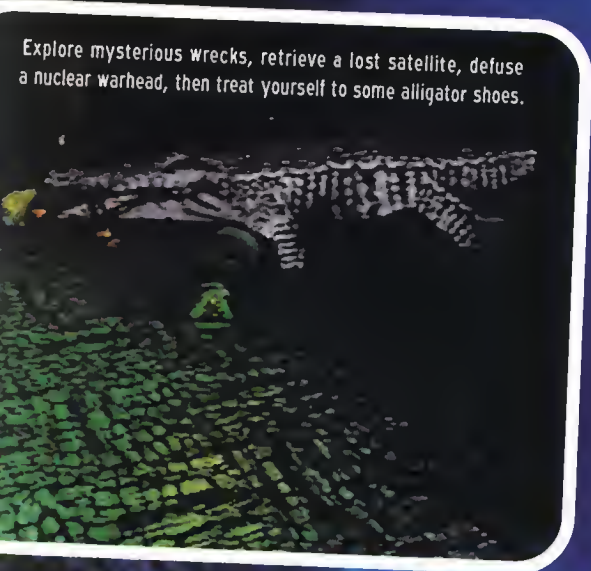


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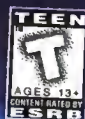
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Sneak Previews



RESIDENT EVIL

By Major Mike

PlayStation



The terror is back with Resident Evil 2! This time all of Raccoon City is infested with zombies and other mutations.



Developed and published by Capcom
Available January '98

60% COMPLETE

Graphics and Sounds



RE2 looks stunning with detailed, pre-rendered backgrounds and awesome visual effects like zombies catching on fire as they lumber after you. The voices still retain the deadpan, B-movie inflections from the first game, but the music's eerie and goes perfectly with the horrific visuals. Every grunt, groan, and wet slap of a zombie's head being blown off are clearly audible.

Corpse Land



Resident Evil 2 takes place two months after the first game, and this time the action isn't limited to just a giant mansion, the entire town of Raccoon City is infested with zombies! To help save the day, RE2 features two new characters, Leon Walker and Claire Redfield (Elza, the blonde motorcycle rider from earlier versions of RE2, has since been taken out). There's no word yet if you can choose to play as one character for the entire game, or if you can alternate between the two. Could Claire be related to Chris (who was one of the characters in the first game)?

Gore Factor



Blowing away zombies was never so much fun, and RE2 gives you a variety of ways to destroy the deadheads. For example, with the shotgun, you can aim high to blow off a zombie's head or aim low to blow off their legs. However, even with no legs, they will still continue to crawl after you! But zombies aren't the only game in town—there are other kinds of mutated monsters for you to face-off against, too. Look for RE2 to nit the shelves as a two-CD set in early January.





Diddy Kong Racing

Nintendo 64

By Eye Spy



A Multiplayer Evolution



In evolutionary terms, this time monkey climbs up the scale past man—Diddy Kong Racing could clearly outclass the magnificent Mario Kart 64. In four-player multiplayer matches, your gang can race any combination of vehicles—karts versus hovercraft versus airplanes if you like. Thanks to a new graphics technology called Real-Time Dynamic Animation, all vehicles get unique gameplay perspectives of the same track, and you'll also encounter all the other characters motoring against you, but controlled by the A.I.

More Fun Than a Barrel of...Awww, You Know!



On the analog end, Diddy's preview cart played like a dream. Hovercraft races were tough to master, just like Wave Race, and the craft seem to demonstrate the same type of aquatic dynamics, too. The airplane races were a blast and a half because of their tough obstacle challenges, but they seemed slower than the karts. The karts featured an awesome new move, a 90-degree speed turn that enables you to pull a tough, impossible-looking change of direction if you can master it...and master it you must!



Developed by Rare
Published by Nintendo
Available November

90% COMPLETE

More Than Mario Kart



Diddy Kong Racing? It's sort of Mario 64 meets Mario Kart 64 meets Wave Race 64 meets StarFox 64. The challenging game's essentially a racing game with karts, hovercraft (which fly over water), and airplanes, set in a huge Mario-like world. Your goal is to find and unlock gigantic doors that lead to various race challenges, which include boss match-ups. You must finish first in every race to earn gold balloons and open the doors. There are 20 basic tracks, but variations pump that number to near 50, according to Nintendo game testers. Diddy Kong? He's just one of eight drivers.



PlayStation

By Special K

MDK

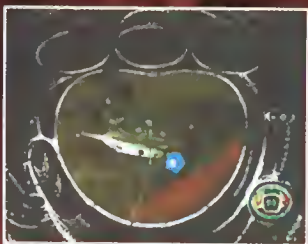


Limber up that trigger finger—oh, and don't forget your thinking cap! MDK, one of the most original PC games of the year, is getting ready to revolutionize 3D action/adventure gaming on the PlayStation.

Brains and Brawn



MDK also challenges the player with a strong puzzle element. Not exactly Myst-like enigmas or complex brain-benders, but things like figuring out how to get past a seemingly impenetrable wall, or how to grab a grenade power-up floating high above. Almost right from the game's opening sequence, you'll find yourself stumped with frustrating—though rewarding—regularity. Graphically, MDK lacks a bit of the sharpness of its PC predecessor, and the booming orchestral score is also absent from the latest version we played, but the control is lightning quick and precise. From the looks of things, MDK is shaping up to be one of the premier 3D action/adventure games of the season.



Lara, Meet Kurt



Not since Tomb Raider has the PlayStation seen an action/adventure title this groundbreaking, this ingenious, and this much fun to play. Although largely overlooked by the PC community since its release earlier this year, Playmates' explosive MDK will no doubt bring 3D gaming on the PlayStation to a new level.

Future Shock



Despite the tired aliens-have-taken-over-the-world plot, MDK offers a truly unique gaming experience. Set in a dark, shadowy, *Blade Runner*-esque environment, MDK gives you complete control of Kurt Hectic, a gun-toting, mortar-hurling, grenade-launching young warrior thrilled at the prospect of wiping out an alien race. In addition to a hearty stash of weapons, Kurt also comes equipped with a built-in parachute and an innovative "sniper helmet" that lets you zoom in and target an enemy from up to two miles away with pinpoint accuracy.

Developed by Shiny Entertainment
Published by Playmates Interactive
Available November

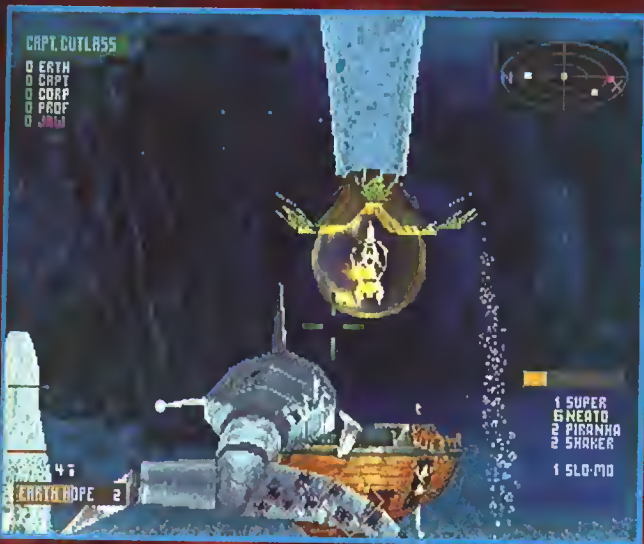
70% COMPLETE



Critical Depth

PlayStation

By Scary Larry



Get ready to twist some undersea metal with Critical Depth. Cool ships, rockin' explosions, and creepy underwater lands await you...water you waitin' for?



Swimmin' with the Enemy

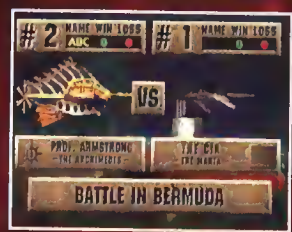


Although the corny characters (like environmental terrorists named Mean Peace) aren't as funny as Twisted Metal 2's characters, the subs are ingenious. And like Twisted Metal 2, some of the craft definitely have stronger attributes than others—some control better, while others are faster and deadlier. And while the mission scenario is entertaining, the game really rocks in the multiplayer mode.

Deep Sea Danger



The best way to imagine Critical Depth is to think Twisted Metal underwater. You pilot one of 12 unique subsurface craft—from a pirate's galleon to a secret C.I.A. prototype vessel—as you explore 10 areas, including Atlantis and the Baja Coast. You can complete set missions, battle against a friend, or even square off in a death-match battle mode.

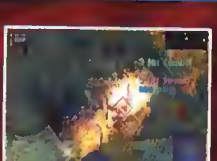


Developed by Singletrac
Published by GT Interactive
Available November
70% COMPLETE

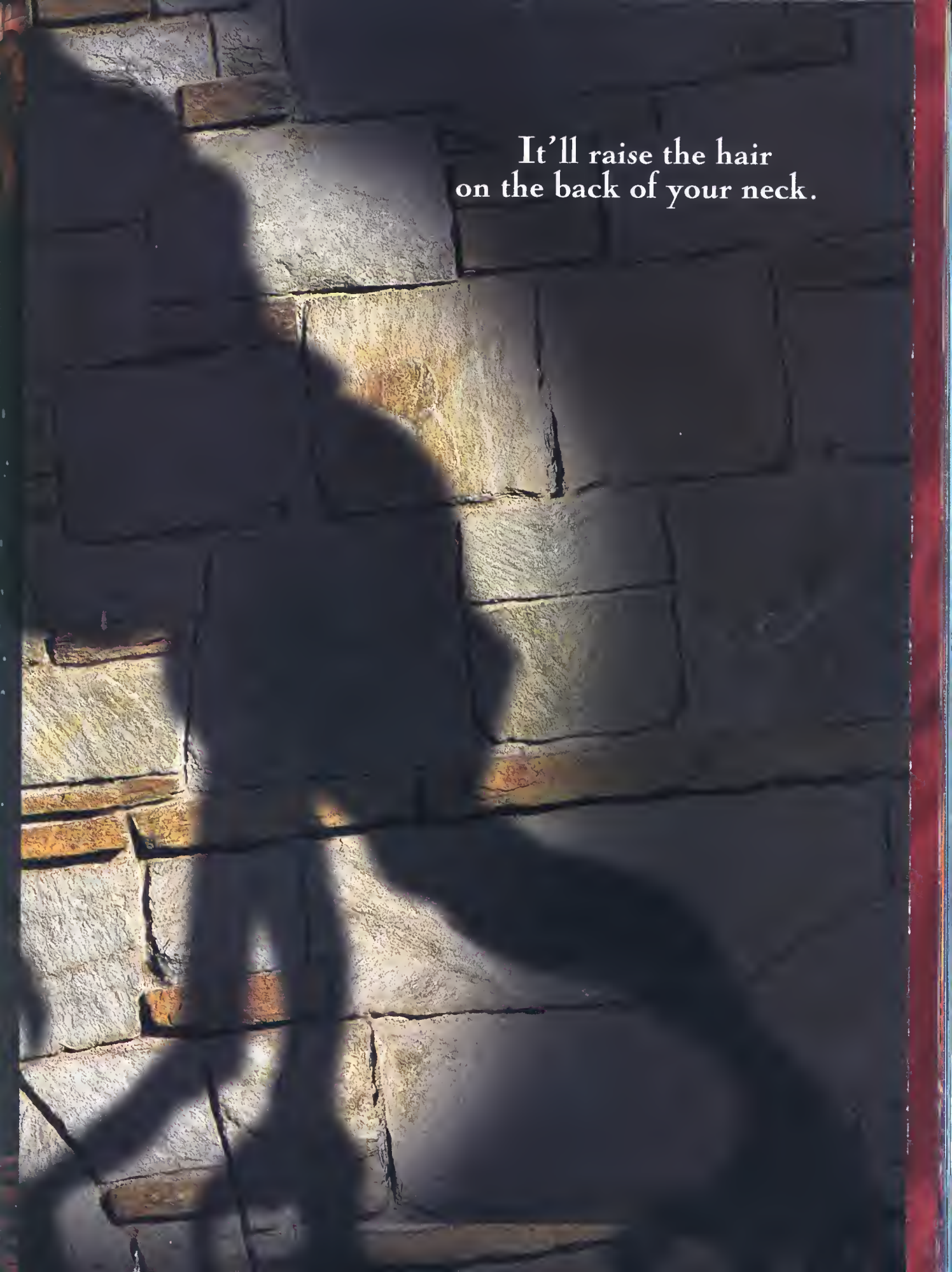
Up the Drown Staircase



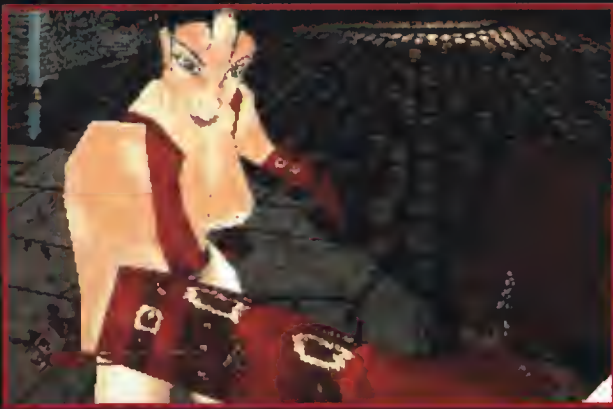
This 70 percent version of Critical Depth lacked speed, which is essential for such a watery Twisted Metal clone. Some more detail in the backgrounds and nicer explosions also wouldn't hurt (although battle damage registers with realism). It's like eating before a swim—we need to wait a half-hour before plunging into these Depths.







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That is, if you
still have one.





It's kill or be killed. Your job is to find the ultimate demon of darkness, Adam Crowley, before he overtakes the world.



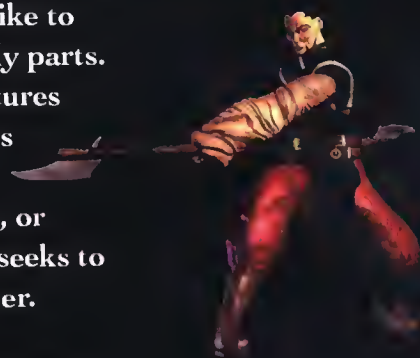
Solve puzzles and search for clues for your inevitable confrontation with the insidiously crafty Mr. Crowley.



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Battle as the fearless monk, Ignatius, or the lethal femme fatale, Nadia, who seeks to avenge the brutal murder of her father.



Explore Gothic London while you battle a brigade of bloodthirsty beasts as the ever-faithful Ignatius.

Combat deranged demons, barbarous beasts and overzealous zombies who've been unleashed by a clandestine group known only as the Brotherhood of Hecate.

Legend has it that the Brotherhood's leader, the evil Adam Crowley, seeks to overtake the world. But there's dissension within the Brotherhood and clues are left on each of the 16 increasingly morbid levels to help you find him.

Encounter everything from fire-breathing demon dogs, who can decapitate you with a flick of a razor-clawed paw, to Gargoyle statues, who come to life to try to end yours. So beware, there'll be plenty of creatures trying to separate you from Mr. Crowley. Not to mention you from you.



As the nimble, sword-wielding Nadia, you'll have to slice and dice your way through treacherous London streets, sewers and alleyways.

N I G H T M A R E

CREATURES[™]

A bloody good time in jolly old London.

The nightmare begins October 31.
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WCW Nitro

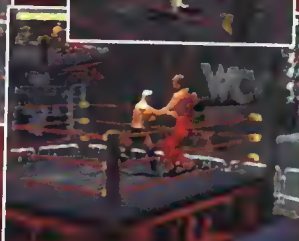
PlayStation

WCW Nitro jumps off the top rope with hard-hitting, wild, Wolf Pack action. The lineup has changed since the last preview in *GamePro* (see "Sneak Previews," September). Now there are 16 selectable wrestlers from the WCW and NWO (Syxx is in, the Nasty Boys and Arn Anderson are out), along with the possibility of a few hidden grapplers. The graphics are simply amazing—awesome animations and near photorealistic representations of the wrestlers include details down to the muscle definition in Lex Luger's stomach. If Nitro's early but promising gameplay can be fine-tuned to live up to its look, it'll be the undisputed champ of PlayStation wrestling games.—*Johnny Ballgame*



Developed by
Inland Productions
Published by T-HQ
Available November

70% COMPLETE



WCW vs. NWO: World Tour

Nintendo 64

Wrestling is coming to the NSyxx-ty4 and it's just toooo sweeeeet! Over 45 wrestlers, including more than 20 of your favorite and most hated stars from the NWO and WCW, are in the game, along with a number of real wrestlers from around the world who are listed under fake names (just like WCW vs. the World). Wrestlers war in four play modes: WCW vs. NWO, Tournament, Vs., and Battle Royal. You can move wrestlers from the WCW to the NWO and vice versa to keep up with the latest story lines, there are over 30 moves per character, and the game's compatible with the Rumble Pak. The fun gameplay in the prelim version was similar to WCW vs. the World, but it sported added enhancements like fighting on the ring apron and four-player free-for-all tag-team matches. This looks like the wrestling SuperBrawl that N64 fans have been waiting for.—*Johnny Ballgame*



Developed by The Man Breeze
for Asmlk Corp.
Published by T-HQ
Available November

70% COMPLETE



Test Drive 4

PlayStation

Recovering from its tire-shredding wipeout with Test Drive: Off-Road, Accolade's back on track with Test Drive 4, an extremely promising road racer that has the potential to become the game that Need for Speed II should've been. Drivers choose from five exotic speedsters and five '70s muscle cars, then dodge cops and slow-moving traffic while blasting through six point-to-point courses (not circuits) modeled after real-life locations like San Francisco and Kyoto.

Even at this early stage, TD4 sports the kind of sweet handling that'll glue race fans to the wheel—especially those disappointed by Need for Speed II. The game's mouth-wateringly

slick cars and courses only add to TD4's allure. If Accolade corrects the trouble spots in this unfinished version, including the draw-in problems, TD4 could rule the roads.—*Air Hendrix*



Developed by Pitbull Syndicate
Published by Accolade
Available November
70% COMPLETE



Moto Racer

PlayStation

Nobody's managed to do justice to motorcycle racing on the PlayStation yet, but with Moto Racer, EA has a championship prospect on its hands. This arcade-style

racer delivers 10 tracks packed with tight turns and other challenging obstacles, as well as a solid selection of bikes. The combination of on-road and off-road action flat-out rocks, keeping the Fun Factor high as you buzz through the streets or bump through motocross courses, popping wheelies and other tricks.

Moto's not without its flaws, though. The graphics in this unfinished version rank as decent at best, and hopefully EA will also correct the game's draw-in woes. But the slick controls (especially with the analog controller) and tough, challenging A.I. makes this a hot prospect worth watching for.—*Air Hendrix*



Developed by Delphine Software
Published Electronic Arts
Available October
80% COMPLETE





Bomberman 64

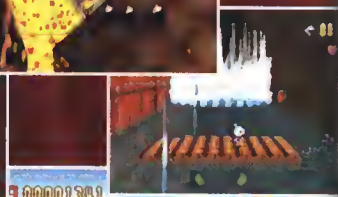
Nintendo 64

The fuse is lit, and Bomberman 64 could be an explosive action/strategy game. In the preview version, gorgeous 3D polygonal visuals successfully added new dimensions to the bright cartoony look of the original.

There are three modes, an awesome single-player quest mode, a blast-your-buddy four-player game (of course!), and team mode. This unfinished cart featured a cluster of new moves, including the ability to pump up bombs for bigger blasts and to dizzy bomber foes by kicking bombs into them. The early call on the B-man? Bombs away!—*Bro' Bomb...err, Buzz*

Developed by Hudson Soft
Published by Nintendo
Available December

90% COMPLETE



Courier Crisis

PlayStation

If you had scab envy watching Puck do his daredevil delivery thang on The Real World, hold on tight for

Courier Crisis, where the hits are hard and the pay won't even cover your Band-Aid bills. In this 2Xtreme-meets-Die Hard with a Vengeance bloodbath, you're a bike courier speeding through five 3D neighborhoods to pick up and deliver the goods. Despite promising graphics and great sound, Courier Crisis still needs some work on the controls, which don't allow for sharp turns or quick acceleration. Who wants to pedal uphill?—*Boba Fatt*



Developed by New Level Software
Published by GT Interactive
Available now

60% COMPLETE



Ray Tracers

PlayStation

Mixing racing with Blast Dozer-style bashing, Ray Tracers is a bumpy, crunchy, loud ride that offers more pure action than most console racers. You'll revel in smashing police cars, barreling through obstacles, obliterating hovercraft, and annihilating helicopters, even if the explosions are very pixelated. The vise-like controls (imagine a car from Ridge Racer that hugs the road tighter) and the supersonic pacing make the gameplay riveting, and the challenge rises quickly. If the visuals improve and there are a good number of tracks by the time this title hits the shelves, Ray Tracers could become a classic.

—*Boba Fatt*

Developed by Taito
Published by T-HQ
Available November

60% COMPLETE





NECK HAIR WAS MEANT TO BRISTLE.



This game rips asphalt. White-knuckle the wheel and feel those raw nerves pulse. 230 mph. Crashes so realistic, you'll beg for salve. Add a



little split-screen action so you can taunt your friends. Formula 1 has been reborn. Grab hold, Pierre. The back of your neck is going for a ride.

FORMULA 1
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Mega Man Neo

PlayStation

Mega Man's back, but with a whole new look and a brand-new story. Neo kicks the blue bomber into a full 3D world. Mega Man still collects weapon and armor enhancements, but Neo has more of an emphasis on exploration and puzzle-solving. Action fans can rest easy, though, because Neo has several gigantic bosses to blast, and the action is kept at a fast pace. Mega Man runs, walks, jumps, shoots, kicks, and can look around via an adjustable camera. Neo's early in development, but so far the game is very promising with easy-to-learn controls, smooth graphics, and fun gameplay. Like *Gex: Enter the Gecko*, Mega Man's transition into 3D with *Mega Man Neo* should be smooth and seamless. —Major Mike



Developed and published
by Capcom
Available First Quarter '98

50% COMPLETE



Extreme-G

Nintendo 64

Those craving a racing game with combat elements (like *Wipeout* for the PlayStation) should be pleased with *Extreme-G*. Racing on futuristic motorbikes, you burn rubber on 12 tracks and use various weapons and power-ups to pick off your opponents. The preview version had very responsive controls and fast racing speeds. The

colorful graphics, however, were swimming in extreme fog. Hopefully some of it will burn off before the game's release; otherwise, *Extreme-G* is tuning up to be a promising racing title. —Major Mike



Developed by Probe
Published by Acclaim
Available November

80% COMPLETE

Available
August 21

The Future Is About To Become History

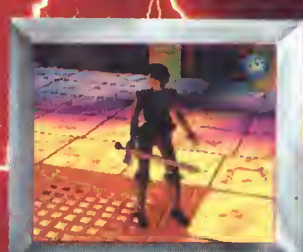
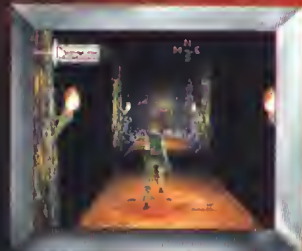
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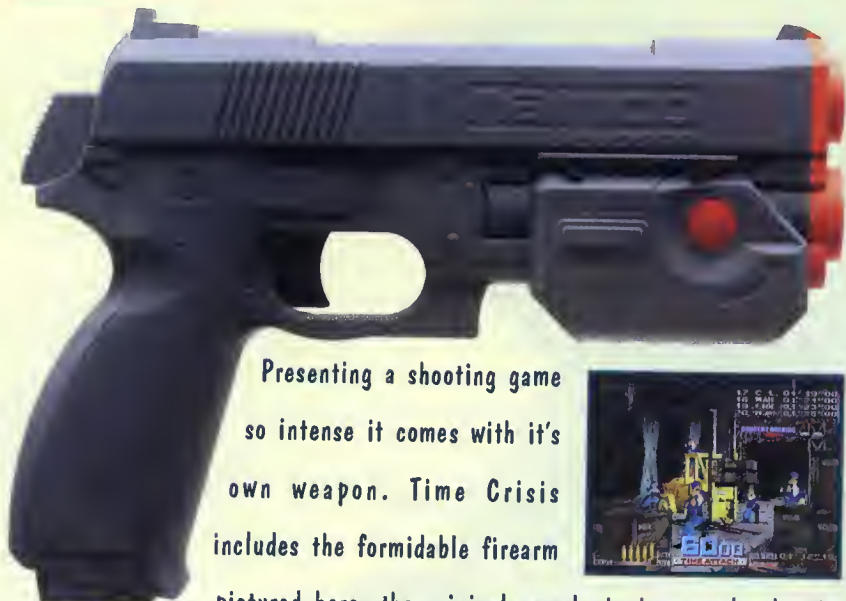
Hey kids. Get one free in specially marked boxes of Time Crisis:



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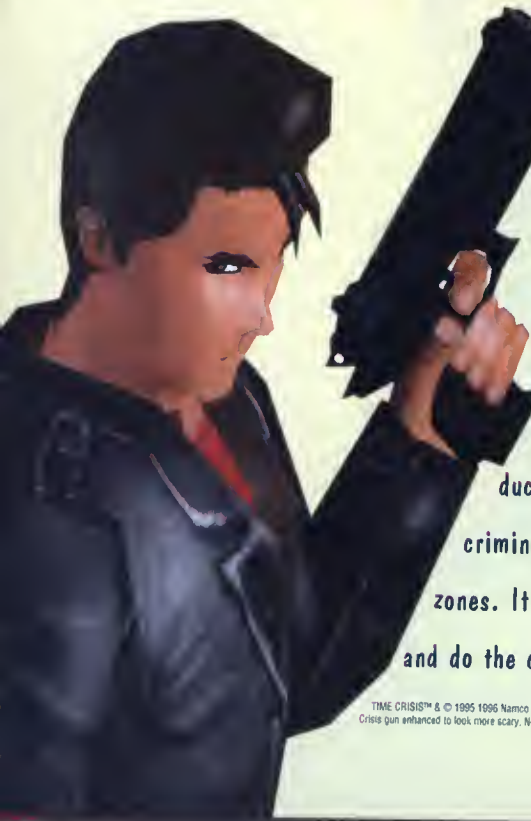
namco

TIME CRISIS



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Presenting a shooting game so intense it comes with its own weapon. Time Crisis includes the formidable firearm pictured here, the original award-winning arcade shooting game, plus a whole new shoot-fest specifically created for the PlayStation™ console. Full 3D polygon environments surround you with full 3D polygon enemies. Multiple modes include Story, Arcade and Time Attack, plus multiple endings. Blast away and duck for cover as you exterminate the criminal element in a variety of hidden zones. It's fast. It's frenzied. It's shoot first and do the chalk outline later.



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Shipwreckers

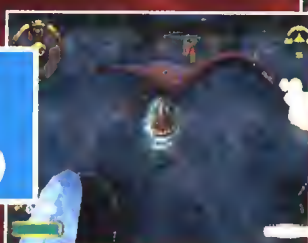
PlayStation

If you want to get shipwrecked this holiday season, Psygnosis has the game for you. You man a galleon on a mine-laying, bomb-blasting excursion through the seven seas as you search out treasure, weapons, and power-ups while claiming ports for your pirate pleasure. Although the colorful graphics seem like they're geared toward a younger set, the gameplay (which involves searching mazes and finding exits) can get intense, and involves more than a fast trigger finger. Is it yo ho ho and a bottle of dumb? Not if you like your high-seas action mixed with a little humor.—*Scary Larry*



Developed and published by
Psygnosis
Available November

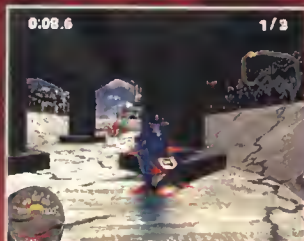
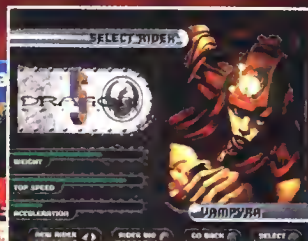
70% COMPLETE



Jet Moto 2

PlayStation

Jet Moto took PlayStation jet-bike riding to a new level last year, but it's glitchy, blocky graphics and outrageous courses and A.I. never quite thrilled gamers the way Wave Race did on the Nintendo 64. Now Jet Moto 2 is close to completion, and at first glance it seems like more of the same game. This time, however, the courses seem even wilder, with quake-damaged and lava-infested tracks. The gameplay seems slightly faster, but unless Singletrac addresses major clipping problems, and adds some more detail to the riders and tracks, this game is headed for a dead end. They still have some time before the game ships, and we still have some hope.—*Scary Larry*



Developed by Singletrac
Published by Sony Computer
Entertainment
Available November

60% COMPLETE



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RUSH
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THE MOST POPULAR RACING GAME. AVAILABLE IN A CONVENIENT TAKE-HOME SIZE.



You love playing San Francisco Rush in the arcades. Well, now you can race through the streets of the Bay Area in the comfort of your own living room. In fact, you'll be able to choose from six different tracks (three more than in the arcade version). Each one showing authentic San Francisco landscapes and so many places to catch air that you might be mistaken for an unidentified flying object. And if that's not enough, you can take shortcuts through open fields and underground sewers. You can soar over building tops or be catapulted into the air from a dismantled freeway overpass. It's San Francisco Rush. And lucky for you it's coming home in a more manageable size.



DESIGNED FOR
N64 RUMBLE PAK



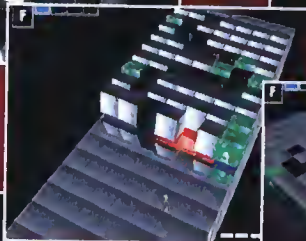
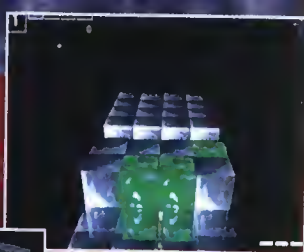
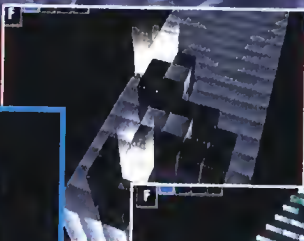
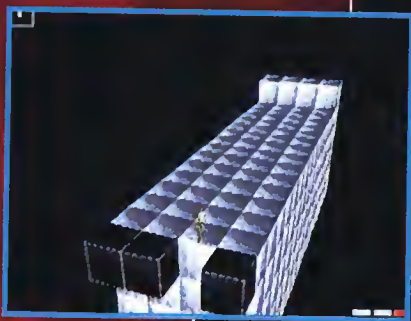
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Intelligent Qube

PlayStation

Even in preview form, Intelligent Qube played like a slick, seriously addicting puzzler, featuring large 3D cubes that roll inexorably forward on a 3D cube grid. Your job is to use the directional pad to run a tiny man around in front of the cubes and mark spots that will make them disappear. While the cubes can crush your man, those that reach the edge eliminate a row of the grid. Once you've cleared the field, it's on to the next one. Intelligent Qube could sprain your brain, but you won't have to be a square to play it.—*Bro' Buzz*



Developed and published by Sony
Available October

80% COMPLETE



Developed and published by Namco
Available January 1998

100% COMPLETE

(Japanese version)



Point Blank

PlayStation

Relief is on the way for GunCon gunslingers. Point Blank is a GunCon-compatible shooter; however, it's totally different from the great Time Crisis. Point is recast from a cartoony 1980s Japanese arcade gun game called GunBullet.

With target shooting ranging from blasting apples off heads to battling tank battalions, PB's appeal will be sheer variety. There's an RPG-like story mode where you equip a two-man party and interrogate characters. Yes, you use the GunCon as the controller!

—*The Man in Black*

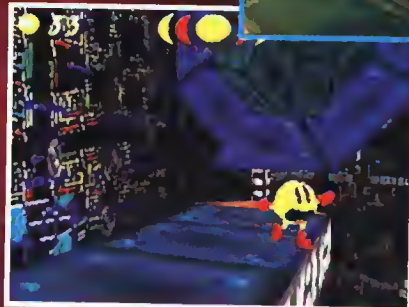
Note: These images are taken from the Japanese version.



Pac-Man Ghost Zone

PlayStation

Pac-Man is back, man! If it's 1997, it must mean that Packie will appear in 3D and be able to explore his wacky world in 360 degrees. Pac-Man Ghost Zone features 50 levels of traps, puzzles, and mazes. Plus, Namco has all sorts of mind-boggling stuff on the drawing boards. The story's a real gamer's fantasy: a freckle-faced arcade dude gets sucked inside a Pac-Man machine, and he must save the world from the coin-op's evil components. Intel inside? No way! It's the Ghost Lord and his evil ghosts, of course.—*Bro' Buzz*



Developed and published by Namco
Available First Quarter '98

40% COMPLETE



TNN MotorSports Hardcore 2

PlayStation

TNN MotorSports Hardcore 4X4 was a decent racer, but repetitive courses and lack of secrets or expansions made for a short ride. Although only the first level is available for preview (and it's not even complete), this follow-up game looks promising. As these shots show, TNN 2's off to a good start—notice how the track extends off the beach into shallow water. There's plenty of potential in this franchise, and TNN 2's additions, including 16 locations, 10 trucks and split-screen head-to-head play, might just put it over the top if the tracks improve. —*Boba Fett*



Developed by Top Dog
Published by ASC Games
Available November

50% COMPLETE

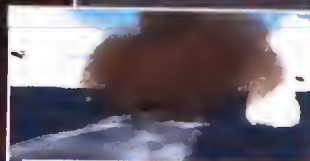


AeroFighters Assault

Nintendo 64

Flight combat hits the N64 in a big way with AeroFighters Assault as you take to the skies in four types of aircraft. The Main Game mode features a variety of challenging missions, where outlined goals must be completed within a specified time period, while the death match enables you to compete against a human opponent in a

split-screen view. You can also hone your piloting skills in the helpful Practice and Boss Attack modes. While some obvious bugs still need to be addressed, this sim-style shooter appears to be another solid addition to the N64 lineup. —*Shadow Dragon*



Developed by Paradigm Entertainment and Video System
Published by Video System
Available November

90% COMPLETE

HE PUT THE DEATH IN
DESTRUCTION...

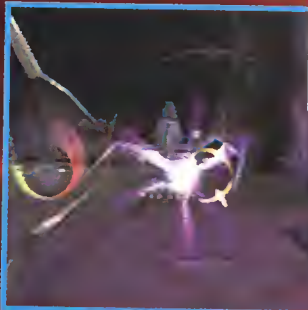


Shadow Master

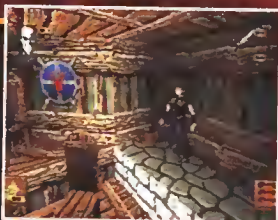
PlayStation

Set in a world inspired by the imagination of noted fantasy and science-fiction artist Rodney Matthews comes *Shadow Master*. Playing from a first-person perspective in the cockpit of a roving assault vehicle, your task is to defend a planet from an insidious alien dictatorship with designs on pillaging the world's natural resources. But the mission won't be easy—the alien terrain is crawling with an unusual array of mechanical and insectoid enemies programmed with advanced artificial intelligence ready to pound you.

Following in the footsteps of Psygnosis's games these days, the fast, frenetic action takes place in large, 3D texture-mapped levels (16 in all), which feature crisp, detailed graphics and beautiful lighting effects. With both a distinctive look and smooth, responsive gameplay, *Shadow Master* should prove to be a welcome addition to the 3D shooter lineup for the PlayStation.—*Shadow Dragon*



Developed by Hammerhead
Published by Psygnosis
Available October
70% COMPLETE



Deathtrap Dungeon

PlayStation

Deathtrap Dungeon is the latest offering from Eidos, the company behind *Tomb Raider*. Based on Ian Livingstone's popular gamebook series, this action/adventure game takes place in a treacherous dungeon modeled in



full 3D. Packed with more than 50 types of enemies and traps, you must battle through 10 harrowing levels armed with the standard fantasy fare, including swords, hammers, and magical spells—you can even fight with your bare hands!

Although *Deathtrap* is still early in development, it features colorful graphics and amazingly realistic light-sourcing effects. Another highlight is the variety of action, which involves a mixture of both fighting and puzzle-solving challenges. While it certainly contains many promising elements, the sluggish gameplay still has a ways to go before it can be favorably compared to its illustrious predecessor. Given Eidos's track record, though, accomplishing that should be no problem.—*Shadow Dragon*



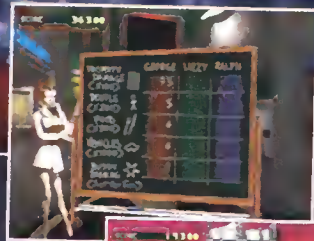
Developed and published by Eidos Interactive
Available December
60% COMPLETE



Rampage World Tour

PlayStation

Expect monster fun when Rampage World Tour, the smashing arcade title, debuts on the PlayStation. Up to three players can simultaneously wreak havoc on near-defenseless major cities around the globe with any of three beasts modeled after Godzilla, King Kong, and a werewolf. The fast-paced and often humorous gameplay is easy to learn, but it takes some practice to conquer cities. At this point of development, this conversion seems to ensure a faithful replication of the arcade experience.



Developed and published by Midway
Available November

40% COMPLETE

—Shadow Dragon



Mischief Makers

Nintendo 64

After developing a strong following in Japan, Mischief Makers (formerly titled Yuke Yuke Troublemakers) comes to the U.S. This 2D side-scrolling action/adventure game offers sharp graphics and 52 levels of original gameplay—instead of the usual hack-n-slash action, you must pick up items and creatures, shake them, and use whatever pops out. If Mischief Makers catches on like its Japanese counterpart, be prepared to Yuke yourself silly with this cart.

—Four-Eyed Dragon



Developed by Treasure
Published by Nintendo
Available now

90% COMPLETE

HE PUT THE GUTS IN GLORY.
NOW...



Laugh while you frag, from Hollywood toouterspace!



Bag some aliens with over a dozen hi-tech weapons!



An all-out overload of non-stop carnage!

DUKE NUKEM: TOTAL MELTDOWN

Duke's in town. And there's nothing he hates more than an army of alien punks crowding his space. 34 levels of freak-smashing 3D mayhem should see to it. Gigantic guns! Gruesome enemies! Total interaction! And all-out devastation! Don't mess with The Man!



Developed by



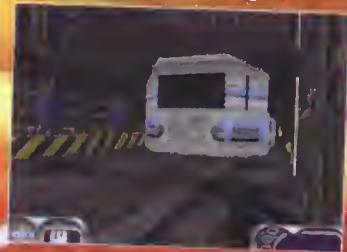
www.3drealms.com



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Big weapons and bigger bosses for a fun-filled fragfest!



Earthquakes, exploding buildings and working subways!

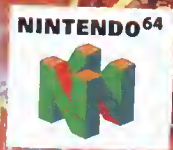


Four-player, split-screen Dukematch action.

DUKE NUKEM 64

From L.A. to the moon – 32 towering levels of 100% interactive carnage! On film sets, in bars, on moving subways...no butt-ugly alien is safe from the wrath of Duke! Grenade Launchers. Shrink Rays. Hardcore 3D action. And graphics to kill for! Duke's coming to take out the garbage!

COMING SOON!



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PC GAMEPRO

PC GamePro
REVIEW

Shadow Warrior

DOS, Win 95

By Bob Smith,
Sr. Reviews Editor
PC Gamer



If you were wowed by Duke Nukem, prepare to be thrilled by 3D Realms' newest action hero, Lo Wang, in his debut title, Shadow Warrior. With loads of new monsters to slaughter through more than 20 involving levels, get ready to see a lot of blood.

Who's This Wang?

Lo Wang's speed, guile, and keen eye for puzzle-solving make him one mean ninja. A sketchy Asian accent and a rapier-like (if somewhat questionable) wit are perhaps his least discerning



PROTIP: Keep a sharp eye out for hidden booby traps like these arrows.



PROTIP: Always check behind waterfalls for hidden alcoves concealing power-ups.



PROTIP: Conserve ammo. Fire the double Uzis in quick bursts and stop when your enemies hit the deck with a thump.



PROTIP: Punch these practice dummies to boost your health (and jump on this one to find hidden armor).



PROTIP: Against this first boss, use rockets and grenades, then find the fortune cookies for extra health.



features. There's nothing politically correct about this Shadow Warrior—the game's earned both a Mature rating and a parental lock to block the comments that can and will offend some people. But when rabid gorillas, undead samurai, sultry vixens, and alien zombies are after Lo's blood, the odd off-color remarks shouldn't be all that surprising.

In Wang's favor is his own arsenal of destruction. The lethal katana is always available; the riot gun has a single- and a four-shot setting that's deadly at close quarters; the rail gun has great range; and a single Uzi is useful, but one in each hand is positively frightening. For real damage, the head and the heart weapons cause enemies to fry or die in an instant.

A Taste of the Orient

Shadow Warrior scores high in both style and level design. Lo Wang can jump into an Uzi-mounted speedboat for a great ride around Hara-Kiri Harbor. A tank and a forklift truck are also useful for hammering enemies or for accessing certain hidey-holes within the levels.

Gas bombs, flash grenades, and foot-puncturing caltrops can also be used against the various enemies—or against up to seven other human opponents in the manic multiplayer game.

More of the Same

Shadow Warrior has a lot in common with Duke, and that's a good thing. It's enhanced by a high difficulty level, a great audio soundtrack, and ambient music and environments you can really believe exist (if it wasn't for the rabid gorillas...). The bottom line is fun, and Shadow Warrior serves it up in abundance. **G**



PROTIP: it takes a few rail-gun blasts to wown these critters.

Shadow Warrior by GT Interactive

Graphics Sound Control Fun Factor

3.5	4.0	4.0	4.5

\$39.99
Available now
Action shooter
B players

28 missions
Challenge: Advanced
Replay value: High
ESRB rating: Mature

Minimum System Specifications

• Pentium 90
• 16MB RAM

• 2MB PCI graphics
• CO-ROM

PC GamePro
REVIEW

Fallout

DOS, Win 95, Mac
By Dan Elektro

Fallout brings old-school sensibilities to the electronic RPG realm, as well as great graphics and extremely adaptable gameplay.

Nuclear Families

In 2077, humans—the lucky ones, anyway—live in giant underground vaults that shield them from atomic radiation. When your vault is crippled by a busted water purifier, you're elected to explore the outside world and find a solution.



Fallout by Interplay

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	4.5

\$54.95
Available now
RPG
1 player

¼ overhead view
Challenge: Advanced
Replay value: High
ESRB rating: Mature

Minimum System Specifications

- Pentium 90 or faster
- 8 MB RAM (16 MB if running in Win 95)
- 30 MB hard-disk space
- Double CD-RDM drive or faster
- SVGA graphics
- 100% Soundblaster-compliant sound card

Gone Fission

The iconic, mouse-driven interface makes navigation and combat a breeze (though it's worth taking a peek at the manual, too). Conversations come to life through eerily realistic facial animations, and the main graphics shine with detail, while expressive dialogue and other crisp audio elements complete the post-apocalyptic scene.

Interplay set out to create a "real" role-playing game for the PC, and it's more than succeeded. Even mild fans of RPGs will find Fallout easy to fall into. **G**



PROTIP: Even if it's redundant, talk to everyone.



PROTIP: Your character's skills will improve over the course of a game, but basic stats like Strength and Endurance usually won't. Choose wisely.



PROTIP: Combat isn't always the answer. Sometimes it's better to talk your way out of danger, or simply sneak away from it.

PC GamePro
REVIEW

Lose Your Marbles

Win 95
By Bad Hare

At first glance, Lose Your Marbles doesn't look like much, but it's easily one of the most addictive PC games to come out in recent memory.

Like most great puzzlers, LYM's simple premise—rearranging marbles into rows of three, four, and five to make them disappear—quickly becomes incredibly addictive and lends itself to various strategies. LYM doesn't waste disk space with flashy visuals or overblown sounds. Instead, the bright graphics, unique noises, and fine MIDI music add up to create a solid challenge. Controls and skill levels can both be adjusted to personal taste, and the two-player and network options only increase the game's humble appeal. Roll over, Tetris—make room for Marbles. **G**

Lose Your Marbles by SegaSoft

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	5.0

\$19.99
Available now
Puzzle
2 players
Overhead view

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Minimum System Specifications

- Pentium 60
- Win 95
- 8 MB RAM
- 1 MB SVGA
- CD-RDM



PROTIP: Be patient and set up full five-marble rows. The payoff is worth the wait.

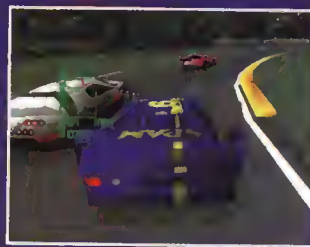
PC GamePro
REVIEW

XCar

DOS, Win 95
By Bad Hare

If building a car sounds as much fun as driving one, take XCar out for a few laps.

Nearly everything on the game's prototype racers, from the suspension to the steering ratio to the paint job, can—and often must—be adjusted to improve performance. The 16 cars don't feature varying engine sounds, but the 3Dfx-accelerated graphics are detailed,



PROTIP: Turn off the Auto Braking option to gain more control in the curves.



XCar by Bethesda Softworks

Graphics	Sound	Control	Fun Factor
5.0	4.0	4.0	4.0

\$49.99
Available now
Racing sim
7 players
Multiple views

Challenge: Advanced
Replay value: Medium
ESRB rating: Kids to Adults

Minimum System Specifications

- Pentium 60
- 16 MB RAM
- 10 MB on hard disk
- SVGA
- Double-speed CD-RDM

challenging tracks make this one of the most visually rich driving games yet.

XCar requires a driver's precision and a mechanic's sensibility—in other words, it's perfect for serious fans of Papyrus' ultra-real racing sims. If you don't enjoy the details, steer clear—this one ain't for casual Sunday drivers. **G**

PICK AN

(HEY, IT'S CHRISTMAS)

"Tekken 2 is the best...no contest."

-Game Players August '96

"Tekken 2 is THE can't-miss PlayStation game of the year!" - Game Players September '96

"This game is a must buy for anyone who owns a PlayStation (novices and fanatics alike)." - PS Extreme September '96



TEKKEN 2

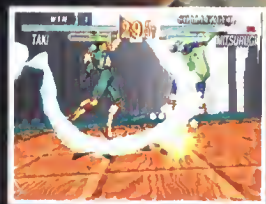
FIGHT.

(PICK TWO.)

"Soul Blade heads the early list for best fighting game of the year." - GameFan February '97

"...no gamer should be without this: the most spectacular fighting game ever to grace a console." - GameFan March '97

"...it's simply the best 3D fighter on the PlayStation." - Video Game Advisor February '97



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Hexen II

Win 95

By Boba Fatt

Hexen II may not be the most anticipated shooter in the roll call of upcoming first-person juggernauts, but this title's poised to make a name for itself with sheer style and talent.

In the original Hexen, two evil Serpent Riders were defeated and mankind's realm was saved. Now, a third Serpent Rider, Eidolon, has entered our realm seeking revenge. To reach him, you'll first have to go through the four Horsemen of the Apocalypse: Death, Pestilence, War, and Famine.

Dungeons & Doom

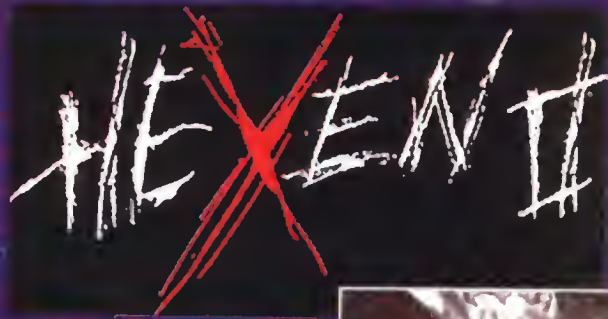
Hexen II offers a slick combination of first-person combat and fantasy role-playing. You control a necromancer, assassin, paladin, or crusader (each with their own talents and shortcomings) and increase power by gaining experience in battle and finding weaponry or magic. Each character has four unique weapons, which can be boosted by the Tome of Power.

Hexen II offers four "hub"-based worlds: Greco-Roman, Egyptian, Meso-American, and Medieval, each with inter-connecting areas. Watch for several improvements, starting with a more interactive world where you can smash objects (and hack off individual limbs) as well as subtler features like translucent windows. The effects only get better with a 3Dfx board installed. There are also some great monsters, like lumbering stone golems and squids that blind you with ink.

Hexin' Quake?

Combining a strong story line and RPG elements that increase its single-player value with the stunning visuals and excellent multiplayer qualities of Quake, Hexen II may be the first title to truly deliver the best of both worlds.

Developed by Raven and id Software
Published by Activision
Available now





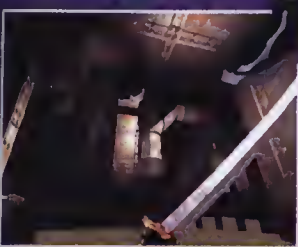
Daikatana

Win 95

As John Romero's "dream game" nears completion, the gang at ION Storm is kicking into overdrive. Wielding the Daikatana, a magical, time-traveling samurai sword, you'll

venture from the Dark Ages to ancient Greece and on to a futuristic San Francisco, setting history straight along the way. Using id's Quake II engine, Daikatana will feature 64 monsters, 32 weapons, and 33 original songs throughout four worlds, each with its own enemies, textures, and architecture. Throw in some RPG elements and two sidekicks (each with their own A.I.), and you've got the makings of a cutting-edge game with a real cutting edge.—*Dan Elektro*

*Developed by ION Storm
Published by Eldos Interactive
Available First Quarter '98*



The upside:
WENCHES.
The downside:
THE PLANK.





King's Quest: Mask of Eternity Win 95

You wanted it, you got it—King's Quest in 3D! King's Quest: Mask of Eternity, the eighth installment of the popular fantasy/adventure series from Sierra, boasts an incredible new 3D engine, as these early screens show. Mask of Eternity puts gamers in the inexperienced shoes of Connor, who wakes up to find that every resident of the Kingdom of Daventry has been turned to stone—except himself. To reverse the magic, he must explore the seven regions of the kingdom and collect the three pieces of the fabled Mask.—*Special K*

Developed and published by Sierra On-Line
Available Winter '97



Earthsiege 3 Win 95

Sierra's popular Earthsiege mech-combat series continues with its upcoming third installment, Earthsiege 3. This time around, you can experience the Future Wars from three sides—Corporate, Rebel, or Cybrid—outfitting a squad from 40 fully configurable vehicles, including HERCs, tanks, armored scout vehicles, and hovercraft. Naturally, you can also climb inside any vehicle's cockpit and prowl the battlefield. ES3 promises 45 multi-objective plot missions and an unlimited number of randomly generated missions for a unique battle-mech experience every time.—*Special K*

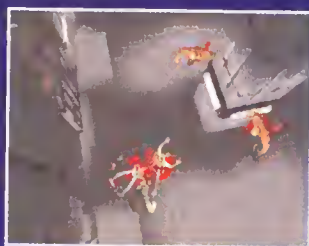
Developed and published by Sierra On-Line
Available Fall '97



Take No Prisoners Win 95

Put down that copy of Soldier of Fortune—Red Orb has something better. Get ready to prove your worth as a maniacal sharpshooter with Take No Prisoners. Designed by Raven Software, the developers of Heretic and Hexen, TNP is an overhead shooter where mass carnage is your primary objective. As Slade, a mercenary surviving on the fringes of a post-nuclear world, you'll battle hordes of freakish mutants and refugees throughout 20 nonlinear 3D territories, using an arsenal of 21 weapons, 24 combat items, and 5 vehicles to aid you in your killing spree.—*Special K*

Developed by Raven Software
Published by Red Orb Entertainment
Available October



PC GamePro Preview



Prey

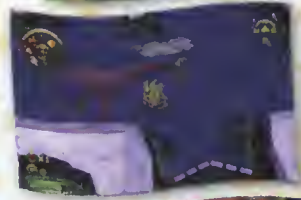
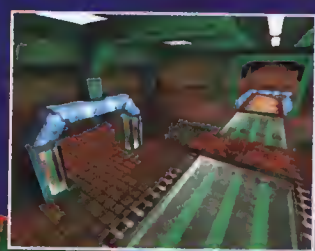
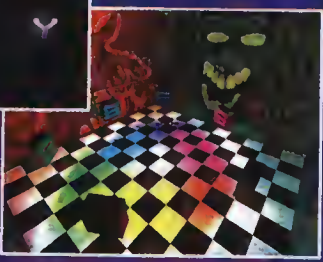
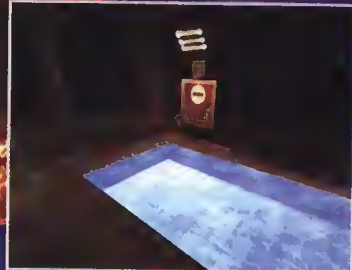
Win 95

3D Realms' latest project continues to shape up into one of the most gorgeous corridor shooters ever. As Talon Brave, a Native American abducted by aliens, players will have to free themselves and—what else?—save the world.

A brand-new engine will power Prey's explosive action, and the game will only run on PCs with 3D accelerator cards installed. Expect hi-res graphics, cool lighting effects, and levels that change while you're exploring them (for instance, structures can collapse). Based on these mostly environmental screens, we can't wait to see more of the enemies. And with Quake II, Hexen II, and Unreal waiting in the wings, Prey will have to be worth its lengthy wait.

—Dan Elektro

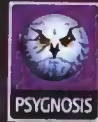
Developed by 3D Realms
Published by GT Interactive
Available December '98



The salt spray hits your lips as you look into the deep blue. The frigate creaks and the plank bobs. Will this be the end? Welcome to Shipwreckers, life on the high seas at its swash-buckling best. Wield flame throwers and hurl lightning bolts as you man cannons and command great vessels under the Jolly Roger. Battle one to five other players. The rewards are great, the puzzles daunting and the excitement high—just watch your step. The plank is a cruel mistress.

Visit www.psygnosis.com and enter the Shipwrecker's Treasure Quest Sweepstakes.

Shipwreckers!



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"TOASTERS LIKE THIS DON'T COME WITH NEW CHECKING ACCOUNTS."

MACE DANIELS



IN A GAME WHERE JUST ABOUT ANYTHING
CAN BECOME A WEAPON, IT'S NICE TO KNOW YOU
CAN STILL FIND A GOOD OL' BAZOOKA.

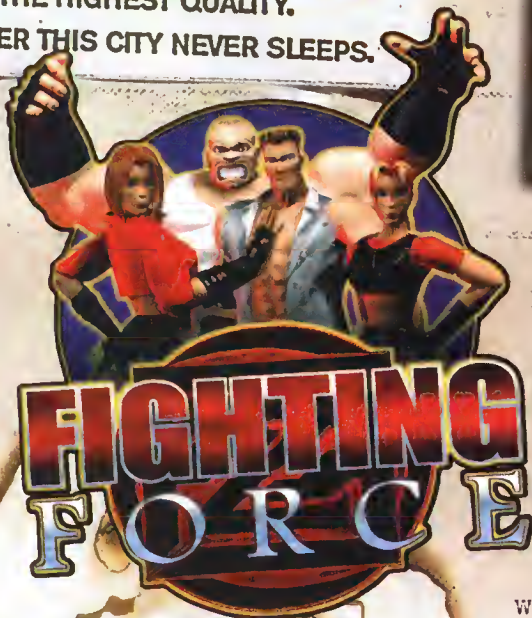
HERE, THE INNER CITY STREETS ARE LITTERED
WITH WEAPONS OF ALL SORTS.
SOME OF YOUR OWN MAKING.

OTHERS READY-MADE AND BANNED IN MOST STATES.

ALL PROVIDE ENDLESS HOURS OF
EXPLOSIONS, GUNFIRE, AND MISERY
OF THE HIGHEST QUALITY.
NO WONDER THIS CITY NEVER SLEEPS.



EIDOS
INTERACTIVE
You've been warned.

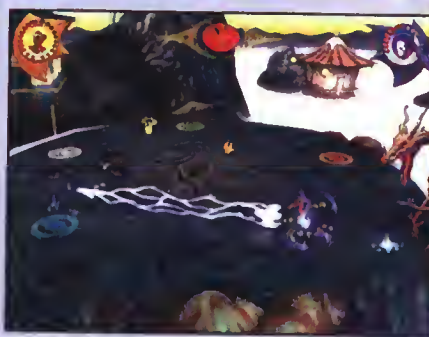


CORE

www.fightingforce.com

Hot at the Arcades

MAGIC AND MAYHEM



Armageddon's features list is cooler than a deck of Ice Age cards with 7 wizards, 24 unique monsters, and 8 incredibly spooky stages topping the list. Since the game is so complex, it also includes a tutorial for beginners (you're gonna need it), as well as bonus stages that will help you with the more advanced strategy techniques that might not be obvious when you first play (like stealing your opponent's power and using it against them). The high-res graphics and new 3Dfx hardware help give Armageddon an unbelievable look—the arena contains reflections, transparencies, and some of the most creative creatures seen in a game. Difficult to explain, yet fun to play, Armageddon looks like one of this year's sleeper hits.

ARMAGEDDON IS UPON US



Acclaim's Armageddon is not the normal fighting/racing/gun game that's become so predominant in today's arcades. It's an action/strategy button-blitzer that pits two wizards against each other in a battle arena filled with monsters and magic. Using a glowing trackball, you move a cursor around the arena, while madly mashing your buttons to create creatures like flying angels and demons, to zap your opponent's creatures, and to blast the opposing wizard with direct damage. The action scorches by at a psychotic pace because you're constantly teleporting away from enemies while trying to inflict as much damage on your opponent as possible. Simply put: It's arcade-style frenzied fun at its best!

ARMAGEDDON

ACCLAIM HOPES ARMAGEDDON CAN HELP RESURRECT PROFITS.

By Johnny Ballgame



Developed and published by Acclaim
Coin-Operated Entertainment
Available Fourth Quarter '97



Armageddon (based on the popular card game Magic: The Gathering) deals its way into arcades this fall, combining unique gameplay and awesome graphics to cripple its quarter-hungry competition.

ADMIT IT.

Sometimes you'd feel better if you could just shoot every damn thing in sight.

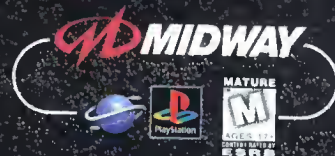
(BUT THEN THERE'S THAT DEATH PENALTY THING.)

Time to lock and load, pal. Straight from arcades everywhere, here comes Maximum Force. It's you against elusive terrorists and you control the body count. You'll board helicopters, ATVs, underwater vehicles and shoot literally everything in sight. Gun down slimeballs on three completely different missions. Blast your way into more than 35 secret rooms (three times as many as Area 51) and blow everything away with extreme prejudice. With Maximum Force, there's no such thing as too much firepower. Go ahead; pull the trigger.

MAXIMUM FORCE

PULL THE TRIGGER

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By Major Mike

As with Street Fighter Alpha, X-Men vs. Street Fighter, and Marvel Super Heroes, Vampire Savior is more of the same 2D fighting-game formula Capcom's been churning out for years. Despite this fact, however, the latest Darkstalkers entry holds up beautifully.

The third game in the Darkstalkers series, Savior's lineup is the biggest yet with 15 fighters, including 4 new fighters—Jedah, Q-Bee, Baby Bonnie Hood, and Lilith—as well as some slightly modified and completely overhauled veterans. In terms of gameplay, the newest addition to Darkstalkers is the Dark Power feature, which is similar to the custom-combo feature in Street Fighter Alpha 2. When you use the Dark Power, you're more powerful and you can do more damage for a limited time.

While it isn't a combo machine like Tekken 3 or even Alpha 2, Vampire is a blast to play, a treat to watch, and carries on the Darkstalkers' tradition of fun, solid gameplay.

New Darkstalkers



Baby Bonnie Hood



Don't be fooled by her looks: Hood's actually a bounty hunter armed with an Uzi, land mines, and a bazooka. To fire her Uzi, press **Toward** an opponent and press **Fierce Punch**; to drop a land mine, press **Toward** an opponent and press **Roundhouse Kick**.



Lilith



A young Succubus, Lilith is very similar to Morrigan. Lilith's Show Time super move makes opponents dance for points. To do the Show Time, when the Super bar is at level 2 or higher, motion **← ↓ ↘ →** and simultaneously press all three Kick buttons.



Jedah



A grim reaper of sorts, Jedah strikes his opponents with a giant scythe, dive bomb attacks, and projectiles. To do Jedah's Submerged Blows super move, tap **↓, ↓** and simultaneously press any two **Punch** buttons.



Q-Bee



Float like a butterfly, sting like a Q-Beel An insect queen, Q-Bee uses her big stinger for her attacks. Her **+B** super move unleashes a beehive on an opponent, who's then stung repeatedly. To do the **+B**, motion **← ↓ ↘ →** and simultaneously press any two **Kick** buttons.



Fun Factor

4.5 It may not be an earth-shattering sequel, but Vampire Savior's a very solid fighting game, with excellent visuals and controls, making it another superb Darkstalkers.



Control

4.5 The special moves are simple to perform, using the familiar half- and quarter-circle motions and charge moves, but some of the super moves aren't as easy to execute.



Sound

5.0 Vampire's sound rocks with excellent music for the various stages, and equally effective sound effects.



Graphics

5.0 The beautiful backgrounds and ultra-smooth, fluid character movements are state-of-the-art. The various special and super moves also provide some spectacular visual fireworks.



Beautiful 2D graphics make this the best-looking Darkstalkers game yet.



The newest addition is the Dark Power. These moves last for a short time and give special powers to the character performing it.

MASS DESTRUCTION



Don't just sit there...

SHOOT!



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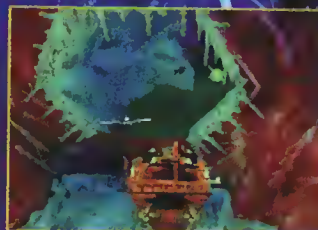
KISS THE ABYSS



IMPLOSIVE REAL-TIME 3D GRAPHICS.



DEEP SEA MULTI-PLAYER
GAME MODES.



10 TOTALLY DIFFERENT
HULL-CRUSHING ENVIRONMENTS.



PIRANHA SWARMS, MAGNETIC SUCKERS,
DEPTH CHARGES AND MORE!

This is what they really mean when they talk

about totally immersive gameplay. Take a dip in

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fishin'. 12 subaquatic psychos want to send you

down and they've got the torpedoes to prove it.

Don't worry. You'll know you're in too deep

when the water pressure caves your head in.

Looks like you're in deep ship.

FROM THE DEVELOPERS OF TWISTED METAL™
JET MOTO™ AND WARHAWK!



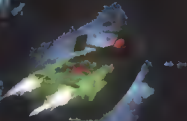
LOCKJAW



ARMAGEDDON



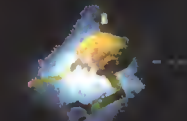
BOTTOM LINER



STALINGRAD



ARCHIMEDES



LA GRIFFE



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MACE

The Dark Age

PREVIEW



Mace: The Dark Age
(By Midway Home Entertainment)

By Johnny Ballgame,
"King of Assassins"



Price not available
96 megs
Available now
Fighting
2 players



Fun Factor

4.5 Even with its limited number of game modes, Mace packs enough fun game-play punch to knock out its N64 competitors. If you like fighting games, Mace should be toward the top of your holiday wish list.



Sound

4.0 While the music and certain effects, like the eerie voices and weapons striking sword against sword, sound great, other effects, like moving in water, are full of static and annoyingly loud.



PRO TIP: The Foot Sweep is a cheap but successful move. Tap (← K) to attempt to knock your opponent off his feet.



Graphics

4.5 Fierce-looking warriors and creative backgrounds boost Mace to high ground among fighting games. The only problem is that some objects get in your way during fights, blocking your view of the action.



Control

4.5 The 3D movement and four-button controller setup work smoothly and should have everyone from rookies to old-time fighters pulling off combos and fatalities. The addition of linking moves once your opponent is on the ground (like in Tekken 2) would've made for perfect control.



PRO TIP: Lunge back from an oncoming attack by tapping ←, ←.



Mace features some of the most gruesome fatalities seen in any fighting game. See "The Fighter's Edge" in our October issue for a complete move list, including all the fatalities.



Check out this issue's "SWATPro" section to find out some of the secrets of Mace, like how to fight with big heads and battle in a San Francisco Rush background.



PRO TIP: Combos can be started for all players by tapping ↑, Q. By hitting your opponent on the way down, you can immediately launch into a combo.



PRO TIP: Knock your opponent into the spikes of the Executioner's stage and stand on the platform above him. When your opponent tries to jump up, kick him back down to his death.



Select from 16 cool-looking characters to go after the powerful Mace.

The best fighting game to enter the N64 arena so far, Mace muscles the competition aside with a deadly combo of awesome polygonal graphics and some of the bloodiest moves this side of Mortal Kombat.

Demons and Destruction

Mace's story is full of death and despair. A demon named Asmodeus is in control of the Mace of Tanis, giving him unbridled power and the promise of eternal life—but only if he uses his dark magic to create bloodshed, disease, and poverty. As he tries to expand his terror from Europe to Asia, a rebellion arises. Some evil warriors want the Mace and its power for themselves, while others simply wish to put an end to the terror that's been plaguing the land and its people.

With that epic tale as its story line, Mace is a fun fighter that features 16 characters, ranging from an executioner to a samu-

rai, in a 3D weapons-based gorefest filled with bloody axes and chopped-off limbs. Unfortunately, Mace only includes practice, one-player, and two-player modes. This is somewhat disappointing considering most other fighting games on the market at least offer time trials or team battles.

Each of the characters' moves are pulled off effortlessly using a four-button scheme (Quick, Strong, Kick, and Evade), along with the traditional half- and quarter-circle motions on the controller. Quick combos and counters, crazy stomach-stabbing throws, and some of the wildest, most jaw-dropping fatalities to date combine to provide twisted fighting fans with both a game to play for months and malicious moves to tell their friends about later.

Mace in Your Face

Mace's graphics include dynamic details that not only look great

but add to the fun and playability of the game. You can fight up and down hills, pick up objects from the environment and throw them at opponents, and knock enemies into pits of lava and quicksand. Blood is even visible in water after it starts dripping off injured fighters. The polygonal fighters look terrific, and the overall presentation is remarkably close to the arcade version.

The sounds of clanging swords and majestic music fit the mood of the game great, but other sounds, like jumping into the water, really put a hurting on your ears.

Everlasting Mace

If you're an N64 owner who's been waiting to smack fools upside the head with a stick or slice up suckas with a sword, Mace is the game for you. It's bloody, it's fun, and it's the best fighting game the N64 has to offer. **E**



PROTIP: The best way to start a combo with Koyasha is to tap (Q S).



PROTIP: While playing as Pojo the chicken, throw eggs at your opponent by tapping ↑, (S K)



PROTIP: Pick up items in the environment by standing next to them and tapping (↓ S).



PROTIP: Tap (→ S) to perform a throw.



PROTIP: Xiao Long's 1000 Staffs move is a great way to frustrate opponents and can be linked to other combos. To perform the move, tap and hold S for two seconds, then release.



PROTIP: Al' Rashid's Sand Devil is one of the toughest moves to defend in the game. To perform it, tap and hold S for two seconds, then release.



PROTIP: The characters who combine strength and speed—Al' Rashid, Takeshi, and Xiao Long—are the best to play.

ENTER TO WIN



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Address: _____

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Send to: PO Box 1211 Radio City Station New York, NY 10101.
Must be received by December 26, 1997.

Official Rules 1) No Purchase Necessary. 2) To enter: Fill out entry blank or send in 3x5 card with your name, full address, age and complete phone number. Send to: PO Box 1211 Radio City Station New York, NY 10101. 3) Enter as often as you wish. All entries must be hand-printed. Illegible, incomplete, printed by machine or otherwise mechanically reproduced entries will not be accepted. Sponsor not responsible for lost, late, delayed, mutilated, illegible or misdirected entries. 4) Sweepstakes runs from October 21 to December 26, 1997. 5) All entries must be received by 11:59 PM on December 26, 1997. 6) Grand Prize winners and 100 Runners-up prize packages will be awarded. All winners will be selected at random by an independent judging organization. Each winner will be notified by telephone within 24 hours of winning. If a winner in any market is unreachable within a 24-hour period or (no phone messages will be left) does not comply with the sweepstakes rules and regulations, an alternate winner will be selected at random from all remaining eligible entries in the applicable market. 7) Odds of winning a prize will be determined by the total number of eligible entries received. 8) The concept of this sweepstakes and prizes to be awarded are as follows: Entrants fill out a 3x5 postcard complete with full name, address, telephone number and age. Ten (10) grand prizes and one hundred (100) Runners-up will be selected at random by ComputerPak. Grand Prize winners will receive one (1) MTV Pager as well as free service for a full year. 100 second prize winners will receive a copy of GameBrain. Total estimated value for grand prize package is \$73.00. Total estimated retail value of the Runners-Up Prize package is \$12.86. MTVN, Sony and GamePro are giving ten winners an MTV Pager and 100 winners a copy of GameBrain. 9) By participating in this sweepstakes, entrants agree to be bound by these rules and by the decisions of the Judges of comparable value; no cash is to be awarded; prizes are non-transferable; no substitution of prizes by winner. Arrangements for the fulfillment of prizes will be made by MTVN. Each winner and guest must execute (i) an affidavit of eligibility and release of MTVN from any liability in connection with the use of the prizes to be eligible for the prizes; and (ii) except where prohibited, a promotional release granting the right to use his or her name and likeness for advertising and publicity purposes without additional compensation, entry into the sweepstakes constitutes winner's agreement to sign such releases. Each winner must also complete all legal documents and return them to MTVN within three (3) working days after receipt of such documents. Non-compliance will result in disqualification of winner and an alternate winner will be selected. ANY VIOLATION OF THE OFFICIAL RULES OR MISCONDUCT BY WINNER AND ALL PRIZES AS WINNER WILL BE IMMEDIATELY TERMINATED. 10) The value of prizes may be taxable as income. Upon receipt of these prizes, the winner required to comply with any and all applicable federal, state and local laws, rules and regulation. Each winner is solely responsible for all insurance and any and all applicable federal, state and local taxes that become due with respect to this prize. 11) Sweepstakes open to citizens who are legal residents of the U.S. and its territories not including Rhode Island. Sweepstakes not open to employees and their immediate families of MTVN, Viacom and its subsidiaries, Sony, GamePro, MTVN, MTV Networks, GameBrain, advertising agencies and any and all sponsors. Winner is subject to proving eligibility. Void where prohibited or restricted by law. All entries become the property of MTVN. 12) All interpretations of the rules and conditions by MTVN are final. 13) Each winner agrees that MTVN, Viacom International Inc., GamePro, licensee, Sony, affiliated companies and subsidiaries, advertising agencies and any and all sponsors shall have no liability in connection with the ownership, acceptance or use of any of the prizes awarded herein. 14) For the name of winners and/or official rules, send a self-addressed stamped envelope to: The Page That's The Rage Sweepstakes, 1315 Broadway, 31st Floor, New York, NY 10036. Affn: MTVN Consumer Product Marketing.

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THE PAGE THAT'S THE RAGE!



1. FIRST PRIZE



pager network

Win an MTV Pager and one year of free service with MTV's Pager Network

Ten winners will get more than their messages; they'll be hooked up to exclusive insider news about MTV and be in on choice contests, giveaway offers, special discounts, and secret program scoops before anybody else.

2.

SECOND PRIZE

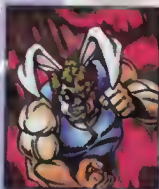
MTV's GameBrain™, the official PlayStation™ strategy guide on home video

100 winners will be using exclusive tips and tricks from MTV's GameBrain to guide them on the road to virtual victory!



wants you to have all the right connections...





Top Gear Rally
(By Midway Home Entertainment)
By Bad Hare

Price not available
Available now
Racing

2 players
5 tracks
Multiple views



PRO TIP: As with most rally racers, the key to corners is power sliding.



PRO TIP: If your car flips, don't panic—most of the time it lands on its wheels and won't interrupt the race.

TOP GEAR RALLY



PRO TIP: A car with good acceleration is often better than one with a higher top speed.

With tricky tracks, impressive visuals, and plentiful options, Top Gear Rally has the goods for the racing faithful. Only a few defective parts keep it off the lead lap.

TGR's strong visuals show off what the N64 can do in capable hands. The car shows damage as you plow into guard rails and canyon walls, and the jungle's reflective mud puddles are a nice touch. Unfortunately, the illusion of speed isn't very dramatic, which hampers the game's pace. Weak engine noises and particularly lame collision sounds further undermine the experience.

Still, the hybrid on-road/off-road tracks are littered with hidden shortcuts, the two-player mode works well,

and every car can be customized, from the steering sensitivity to the paint job. Top Gear Rally does have some unfortunate flaws, but racing die-hards and rookies alike will find it worth a weekend whirl. **G**



PRO TIP: Watch for this tunnel shortcut off to the right early on the Jungle track—it's distinguished by a patch of gray at the entrance.



PRO TIP: Just past the Desert track's first hot-air balloon billboard, hang a right at the house to find a twisting secret passage.



Creative gamers can make and save custom logos and artwork in the Paint Shop.



PRO TIP: This sandy shortcut across the Coastal track's beachfront will shave seconds off your lap time.



Graphics

4.5

Smooth anti-aliasing and almost no pop-up problems—what a treat! If it weren't for some minor slowdown and night-driving draw-in, graphics would be a perfect score.



Sound

3.0

Catastrophic crashes sound more like someone crushing a soda can with their foot, while the lifeless music doesn't force your adrenaline into overdrive.



Control

3.5

Response varies on each of the heavy off-road coupes, but the handling is very realistic. That's not to say it's easy or instantly enjoyable, so try experimenting with the settings first.



Fun Factor

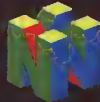
4.0

Top Gear Rally is better than Cruis'n USA, but what isn't? While N64 owners cry out for a truly killer racing game, strong but just-shy titles like TGR will have to fill the void.

Eye Be Nimble, Eye Be Quick, Or Eye Be Sliced by Gore's Big Stick.



NINTENDO⁶⁴



DARK RIFT

More Bang For The Buck

\$5.00 Off the purchase of Dark Rift for Nintendo 64.

This coupon is redeemable only with the purchase of one (1) **Dark Rift** game for the Nintendo 64 by retail customers. Simply mail this coupon together with the **Dark Rift** warranty card enclosed in the game pak and a **dated** cash register receipt supplied by the retailer to VIC TOKAI. Void if copied or altered and where prohibited, licensed, or restricted by law. Offer valid only in the United States. Valid only on purchases after October 21, 1997. Offer expires **December 31, 1997.**



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VIC TOKAI INC.

Clay Fighter 63½



By Dan Elektro

What do you get when you bring clay animated fighters to the 64-bit arena? Absolutely nothing, as Clay Fighter 63½ amply proves. This long-awaited sequel is neither very funny nor much fun.

The latest cataclysm features 12 characters, including old faves Bad Mr. Frosty and Taffy, plus newbies like Kung Pow and Earthworm Jim. But why drag a nice character like Jim into a misguided game like this?

Slow action, forced humor, fuzzy speech, frustrating combos, cheesy A.I.—the game's practically a laundry list of What



PRO TIP: To play a random character, simultaneously press the L and R triggers at the fighter-select screen.



Not To Do Without Good Gameplay. The Clay Fighter parody falls flat, and the joke's on Interplay...or anyone who buys the game. **G**



PRO TIP: To perform Blob's Buzz Saw, charge ← for two seconds, then tap → and press any Punch.

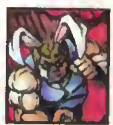
Clay Fighter 63½ by Interplay

Graphics	Sound	Control	Fun Factor
3.5	3.0	3.5	2.0

\$69.99
Available now
Fighting
2 players
Side view
Challenge: Adjustable
Replay value: Low
ESRB rating: Teen

PREVIEW

intendo 64



By Bad Hare

There's only three words you need to hear about Wheel of Fortune: Rumble Pak support. Yes, when you spin the wheel in America's favorite game show, you'll receive tactile feedback.



WHEEL OF FORTUNE



PRO TIP: Three-letter words are usually either "the" or "and."



PRO TIP: Flicking the analog stick to the right spins the wheel faster than pressing the Z button.

While it doesn't dramatically enhance the already solid game, it sure is amusing.

GameTek has re-created the TV show right down to the set, camera cutaways, and hostess Vanna White. Unfortunately, computer players never guess wrong; contestants voices sound unnatural; two-tier puzzles like Fill In the Blank don't let you solve the

bonus riddle; and even with 4000 phrases, repeat questions can and do happen. But if you really need a 64-bit word game, give this Wheel a spin. **G**

Wheel of Fortune by GameTek

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	3.5

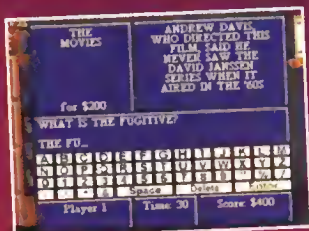
Price not available
Available October
Game show
3 players
Multiple views
4000 puzzles
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults



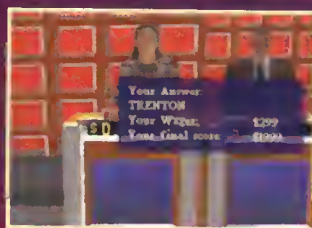
JEOPARDY!



PRO TIP: Ring in a few moments before the Lockout period expires.



PRO TIP: If the computer offers to finish the phrase you're typing, you don't have to spell it out.



By Dan Elektro

"This...is...Jeopardy!" What it's doing on the Nintendo 64 is another matter entirely. It's a fine test of trivia in its own right, but come on—is this 64-bit gaming?

Following the format of the TV show, Alex Trebek presents gamers with 4000 tricky questions. Keying in answers a letter at a time gets tedious, though the

computer helps immensely by suggesting the phrase it thinks you're trying to type (it can also forgive misspellings). The sounds come directly from the show, but the blurry 2D contestants come straight from the *Twilight Zone*.

While Jeopardy can't exactly stand up to StarFox 64, gamers interested in exercising their brains more than their trigger fingers will enjoy it. **G**

Jeopardy by GameTek

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.0	3.0

Price not available
Available October
Game show
3 players
Multiple views
4000 puzzles
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

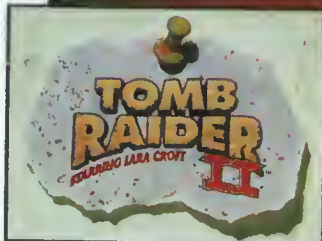
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4 A.M., TALLAHASSEE, FL —

TWO DRUNKS BATTLE IT OUT DOWN THE

HALL. THE 38 EXPRESS SQUEALS TO A
HALT EVERY HALF HOUR ON THE STREET
BELOW. SLEEP DOESN'T COME EASY
IN ROOM 23. BUT FOR 19 YEAR-OLD
RAY COOPER, IT HAS NOTHING TO DO
WITH THE NOISE. AS HE SAYS, "IT'S
BECAUSE EVERY TIME I CLOSE MY EYES,
ALL I SEE IS LARA CROFT."



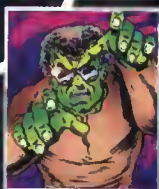
Top: The Second Coming, slated for this fall. **Bottom:** Preparing for her return.



EIDOS
INTERACTIVE
You've been warned.

NIGHTMARE

CREATURES



Nightmare Creatures

(By Activision)

By Scary Larry

PREVIEW

Price not available

Action/adventure

Available October

1 player



Graphics

5.0

Great gory gods! *Creatures'* graphics are precise and to the point (pun intended). Although not as detailed as *Resident Evil's*, they still have some very nice touches.



Control

4.5

The constant camera movements sometimes leave you in the lurch, and you must get used to the characters' constant backflipping when you press Down on the joystick. Still, the movements are very natural, and the combos are a breeze to perform.



Sound

5.0

Even when the sound is absent, it's pretty damn scary. Howling, weird grunts, insectile buzzing, and pitiful moaning all put *Creatures'* sounds over the top.



Fun Factor

5.0

Creatures is a tough game, but one that rewards you with some nasty gameplay and ferociously wild moves. If you've always wanted to kick evil in the ass, here's the game for you!

Nightmare *Creatures* looked like a very interesting game from day one and it has only gotten better. Get ready for one of the fastest, chunkiest, bloodiest games for the PlayStation this Halloween... it's like *Tomb Raider* meets *Night of the Living Dead*!

The Creature Features...

Set in turn-of-the-century London, the game revolves around

two characters who are on a manhunt for the infamous Adam Crowley, a necromancer who is littering the streets with corpses and turning the back alleys into nightmarish playgrounds for his hideous freaks. Although it sounds like San Francisco on a Friday night, his mutations (which include bloated spider things and ravenous werewolves) are on a bloody search for victims, and it's up to you to stop them.

You play as either Nadia, a sword-wielding she-pirate whose father was killed by Crowley, or Ignatius, a wandering holy man whose existential philosophy apparently allows him to dismember people for getting in his way. You travel through 16 levels packed with enemies, some out in the open, some hiding and waiting, as you collect power-ups and weapon upgrades to help you defeat four powerful bosses. Along the

Zombie



The easiest to kill, zombies are great practice for your decapitation moves.

Spiders



Jump in with a combo, then sidestep to avoid the lethal, long-reaching legs of the spider.

These suckers are fast, so don't try to slash-n-run. Also, make sure they're dead or they'll hunt you down.

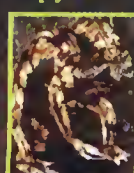
Werewolf



It's easy to trap the werewolf against a wall or niche in order to beat

it to death with regular slashes. Forget decapitating it—it will always land a counterpunch before you finish your swing.

Pepys Monster



A number of combos work on these sulking beasts. Pin them down in a

corner and whale away.

Faceless Man

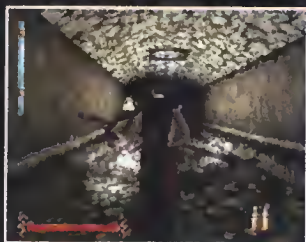


Slightly harder to kill than zombies, these undead daddies have a hook for a

hand that will inflict major damage. To kill 'em, decapitate from a distance, then sidestep and repeat.



PRO TIP: Zombies will come back to life unless they're either totally decapitated or slashed in half. While most other creatures only require that you lop off their head to kill them, an armless, one-legged, no-headed zombie can still damage you.



PRO TIP: Audio clues are important, especially the rumbling you'll hear before a wall collapses. Quickly jump backwards so you aren't crushed.

way, you'll encounter hidden weapons, secret areas, and more red meat than at a Texas barbecue.

It Slices! It Dices!

Nightmare Creatures is hacking and slashing at its best—kind of a Streets of Bloody Rage for the '90s. With its speedy gameplay and fast-moving enemy interaction, not to mention the intense, creepy nature of the backgrounds, Nightmare Creatures is sure to haunt your dreams for months to come.



PRO TIP: The best way to decapitate an opponent is to incorporate the slash move into a combo. To perform Nadia's Slash Combo, press X, X, Δ.



PRO TIP: Chop away at anything, including weeds and windows. Both will break apart, revealing hidden items and secret areas.



Nightmare Creatures is a bloody mess! Cut and kill your way through 16 levels of purely masochistic gameplay, and before you know it, you're hooked for life...or death, as the case may be!

BOSS ME AROUND

Four nightmarish bosses haunt the levels, and these killers are out for blood.

THE WELL SNAKE



JOSE MANUEL



THE YETI



Hidden Weapons

There are three hidden weapons for both Nadia and Ignatius. They are scattered throughout certain levels, and they allow for greater cutting capabilities against the monsters.

Ignatius



Double-Axed Staff



Iron-Spiked Staff

Nadia



Toothed Sword



Samurai Sword

Thames' Monster



If you don't have the snowflake, then you have to attack these monsters

from a distance with your pistol. They're tough, and in dark areas it's hard to see their tentacles.

Harpies



It's hard to combo these winged witches, so if you have a bullet or two handy, use

them. Otherwise, use only slashes against them—it's hard to land kicks on these flying nightmares.

Giant Insects



This nasty cave dweller is one tough bug. Because it flies, it's hard to hit

and will always escape a long combo. The most effective way to dispose of them is to continuously dodge and punch.

Giant Rats



This sneaky furball hides behind crates and in dark places.

When you hear its telltale squealing, jump out of the way or run. It usually won't follow you.

Golem



Big, brutal, and dumb, golem are difficult to kill because they're so powerful.

The best defense is to trap it (like the werewolf), and work it over with a number of combos. Beware! The golem may sway, but it isn't dead until a puddle of blood forms underneath it.



Colony Wars

(By Psygnosis)

By Air Hendrix



Price not available
2 CDs
Available November

Space combat
1 player
70 missions
Analog compatible



Graphics

5.0 Visuals of this caliber usually come from a special-effects studio. Colony's spectacular graphics explode across the screen with awesome weapon effects, *Babylon 5*-like ships and space stations, and gorgeous outer-space scenery.



Control

4.5 The intuitive, responsive controls mean that you definitely don't need a pilot's license to fly these craft. Achieving mastery takes practice (especially with the tricky navigational instruments), but your efforts will be rewarded.



Sound

4.5 Backed by fittingly melodramatic music, the sounds thump with sizzling weapons fire and explosions. However, more frequent guidance from mission control would've helped greatly.



Fun Factor

5.0 Colony Wars easily ranks as the best space-combat game on the PlayStation. With its fine story, enormous array of missions, and intense, addictive gameplay, it'll engross you for months.

It's been a long time in coming, but the PlayStation finally scored an excellent space shooter. Colony Wars delivers a sci-fi saga of epic proportions, packed with high-octane dogfights and graphics that'll make you drool.

Borrowing heavily from sci-fi clichés, Colony Wars drops you into the cockpit of a rebel fighter struggling to overthrow—you guessed it—an evil empire. The huge lineup of missions involves taking out enormous battleship-size enemies, guarding convoys, defeating Death Star-like spaceports, and much more. But the game ensures strong replay value with its branching mission structure—a win routes you to a harder mission, while a loss dumps you into an easier one. A kick-ass selection of weapons and craft only add to the fun.

Colony Wars is the kind of high-quality game that's worth buying the day it's released. Action gamers and sci-fi fans shouldn't pass it up. **G**



PRO TIP: Lay off the thrust so you can turn rapidly and pursue Navy craft that swoop past.



PRO TIP: When firing at quickly moving targets, aim for where the ship will be, not where it currently is.



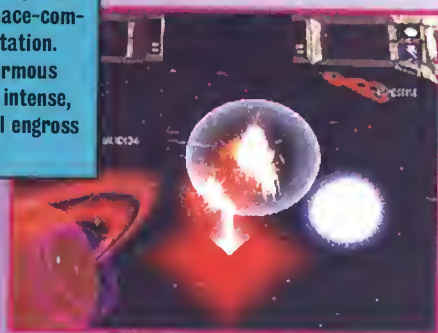
PRO TIP: Use the plasma cannon against fleet vessels, which provide a large enough target for this hard-to-aim but potent weapon.



PRO TIP: In the Ralding Diomedes mission, first engage the fleet on your right as you enter the system—it flees the quickest.



PRO TIP: To defeat fleet vessels, such as frigates and destroyers, conduct fast strafing runs and weave in and out the whole way. Use the look-back view to evade fire when exiting.



PRO TIP: Use the scatter gun as much as possible—its enormous destructive powers are invaluable.

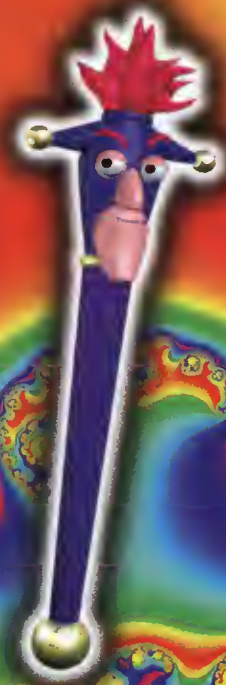


PRO TIP: While it's important to conserve missiles for key targets, always have one armed and ready—the red lock-on cross hair provides a killer navigational aid.

ID

EGO

LIBIDO



Satisfy all your needs, wants and desires.

Descend into the all new psychotic world of Pandemonium 2 and twist reality inside out. Explore a whacked-out psychedelic landscape with Nikki's insane double jump—then dominate with Fargus' maniacal attacks by hurling his viper-tongued



side-kick Sid for skull crushing good times. Navigate the undulating 3D hyper-kinetic backgrounds 'till it turns your brain to puddin'. Hey...it's a twisted new world of furious gameplay that'll devour you before you truly understand it. So have a good trip.



Fargus is a raving maniac prone to light fires now and ask questions later.



Nikki—equipped with powers that only big bad girls have.



Pilot a giant mech through warped 3D tunnels.



Hidden bonus levels take you to funky new places.



Call 1.800.771.3772 for Game Rating Information

Pandemonium 2™





Street Fighter EX Plus

(By Capcom)

By Johnny Ballgame

PREVIEW

\$49.95

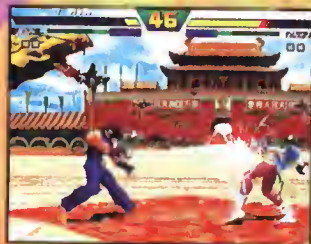
Available now

Fighting

2 players



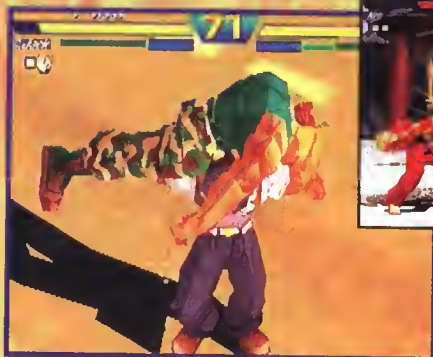
STREET FIGHTER plus α



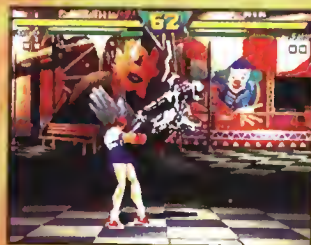
PROTIP: If you're losing, throw fireballs from a distance to keep your opponent away and nick off precious health points.



PROTIP: When in close, use foot sweeps to both hurt and frustrate your opponent.



PROTIP: To throw an opponent, get in close and tap (→ MP or MK).



PROTIP: Jump kicks are a great way to start combos.

After all these years, Ken and Ryu are still the best fighters.



PROTIP: In Team Battle mode, place your best fighters in the first and last positions to give your team the best chance of winning the contest.



PROTIP: When the bar under your health meter reaches the first level and a section of it turns from green to blue, you can perform various stun moves. To stun an opponent, tap (MP MK) or (LP LK) or (HP HK).



Graphics

4.0

EX Plus adds polygonal characters to the Street Fighter series, and although blocky, they add a sense of realism to the violent collisions of combat.



Control

4.5

Since it's easy to control the different characters, even the greenest fighter will be duking it out like a pro after only a couple of rounds. A greater variation of moves among the characters would have helped EX earn a perfect score—there are too many Ken and Ryu clones.



Sound

4.0

The slaps and smacks of hand-to-hand fighting are well represented, but the sometimes mellow music doesn't fit the game's intensity.



Fun Factor

4.5

Cool combos, new characters, and EX-tremely fun two-player battles make Street Fighter EX a PlayStation fantasy come true for fighting-game fanatics.



Knuckle up and get ready for the latest PlayStation brawl-fest from Capcom. Street Fighter EX Plus adds a cool polygonal 3D look to the classic game while keeping the fun, basic gameplay that's made the series one of the fighting genre's all-time best.

Over 20 characters ranging from old-schoolers Ken and Ryu to new fighters Garuda and Skullomania flail their fists in Arcade, Versus, Practice, Survival, Time Attack, and Team Battle modes. Gameplay kicks some serious bootie with easily performed combos and throws, as well as classic Street Fighter fireballs, dragon punches, and hurricane kicks. EX's graphics are blocky at times, and you can't move in and out of the background like in Soul Blade, but the colorful super moves and the viciousness of each attack will have you and your friends in a rowdy rumble-rage for hours.

Street Fighter EX Plus might not be the best Street Fighter ever, but it's high enough on the list to become a worldwide fight-night favorite. Next time you have a beef with one of your friends, don't take it to a mediator—take it to the streets. **G**

In other games you kill your enemies.
In Oddworld, you make them do the killing for you.



Got some nasties to off? Why get your hands dirty? Possess one of them and let him do the blasting for you.

Sound Odd? Welcome to Oddworld.



see the slig. be the slig.



a quantum leap in gameplay.



it's a hostile takeover.

A.L.I.V.E.
Aware Lifeforms In
Virtual Entertainment



Strategy Guide
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Nuclear Strike
(By Electronic Arts)
By Full Metal Scary

\$49.95
Available now
Action/adventure
1 player



TEEN



STRIKE

THE SEQUEL TO SOVIET STRIKE



Graphics

4.5 Smooth, polished landscapes and polygon-rich explosions snazz up the graphics, but the backgrounds aren't interactive and actually look fake (especially the frozen whitecap swells in the ocean).



Sound

5.0 The sound is a definite plus with real voices, lively commentary, and ear-splitting explosions. Even the thwack-thwack-thwack of the chopper's blades is crystal clear.



Control

3.5 The same problems from earlier Strike games are back, including imprecise targeting and chopper physics that don't match the arcade feel of the action. However, several new navigational aids keep you on track.



Fun Factor

4.0 Although the best in the Strike series, Nuclear Strike doesn't deliver enough original gameplay to set it apart from its predecessors. It's not a Strike out just yet, but it's not batting too well against chart-topper arcade choppers like Black Dawn.



PRO TIP: You receive free armor upgrades when unloading passengers to a safe landing zone.



PRO TIP: When picking up Nick, watch out for the trap that's set for you. Rush in, then fly out and sweep back, laying down sheets of machine-gun fire at the soldiers near the cage that Nick is in.



PRO TIP: The Huey has much weaker armor than the Apache, and even minor gunfire will heavily damage it. Never rush in and blast away; instead, stay on the fringe and blast heavy vehicles with your grenades.



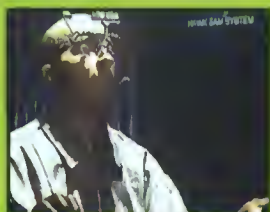
PRO TIP: Always refuel, re-armor, and re-arm yourself at the end of each mission. And to get a jump on the next mission, shoot and destroy vehicles and personnel while on your way to other missions.

plays exactly like the previous Strikes, where missions are piled on top of each other, and managing your ammo, armor, and fuel resources is essential to the mission's completion.

Strike fans will definitely lust for the chopper heroics of this, the newest and best of the Strike games. But newcomers may find the action too involved,

STRIKE HEROES

Hack



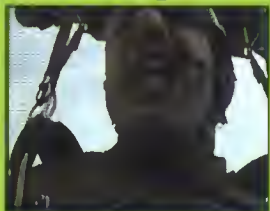
Info heavy, he has the scoop on everyone. A good resource, but you have to decode his hip-hop haranguing quickly.

Naja



You have to follow her closely at first, and help her deliver rifles to her compatriots, but afterwards, she'll fight her way out of trouble for you.

Cold Hardening Cash



A mercenary, and not a stable one at that, Cash will open some heavily guarded ASAT launch bays for you. Just land and let him do his work.

Earle



An ass-chewer extraordinaire, your team leader Earle is a tough and grizzled vet of the Strike team. Listen to him closely—or you can kiss your rank goodbye.

while Command & Conquer cadets may find the blast-and-fly-past strategy too simple. Go Nuclear if your heart can take another Strike. **G**

In other games enemies are evil.
In Oddworld, they're moody, territorial, lazy, hungry,
fickle, paranoid *and* evil.

If you don't know what makes other characters tick, they just might explode.

Sound Odd? Welcome to Oddworld.



scrabs ahoy!



paramites on the prowl.



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G Police
(By Psygnosis)
By Dan Elektro

\$49.99
Available October
Flying shooter

1 player
35 levels
Multiple views



G POLICE

You are the law in Psygnosis's stylish and arrestingly fast airborne shooter, G Police. The gameplay soars, but some severe graphics problems clip this title's wings.

In the early 21st century, government police forces keep the peace in space colonies. You're a member of the G Police with your own hover jet and your own agenda: investigate and avenge your sister's apparent murder. In the process, you'll race and chase around high-tech high rises that look like they came straight out of *Blade Runner*, while handling air support, search and destroy attacks, dogfighting, and information gathering—often all within the same mission. Short levels keep the plot moving and the action fierce, while memory card and password saves ensure you can chip away at the game's 35 missions.

PlayStation owners will love the spectacular fiery crashes, stellar detail, cool lighting effects, and immersive atmosphere—G Police's game world is easy to believe. The trade-off? An amazing amount of draw-in. About a third of the screen remains black while buildings and enemies wink into existence.

If you can see past the poor visibility, G Police offers a ton of action and an engaging story line. Still, chopper jockeys looking for a pleasantly complex firefight should test-fly before they buy. **G**



PROTIP: One flaming engine means your enemy is weakened. Concentrate fire on the rear of his craft to finish him off.

Fun Factor
4.0
G Police's tremendous pop-up problem seriously cripples an otherwise exemplary shooter.

Graphics
3.5
The game's stunning detail work and credible world get overshadowed by one of the worst cases of draw-in since 32-bit gaming began.

Sound
4.0
Emphatic headset radio calls from the dispatcher help distract you from the now-standard techno soundtrack.

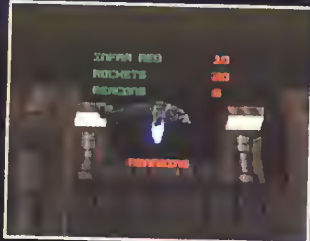
Control
3.5
Managing all the weapons and 360-degree controls at once is difficult at first, but...well, okay, it's difficult later, too. The analog controller flies smoother, but makes it less convenient to change weapons.



PROTIP: Your objective at the end of Mission 1 is to destroy this truck—so ignore the airborne attackers.



PROTIP: The cannon has unlimited ammo, but it overheats. Shoot in short bursts and keep an eye on the gauge in the lower right.



PROTIP: Don't save those rockets for a rainy day—you can recharge your weapons mid-mission at the launch pad.



PROTIP: When you're instructed to escort ground troops and stick close, hover above them and rotate to take out aerial attackers.



PROTIP: Take the five training courses. They're well worth the extra time to polish your skills.



G Police's draw-in can be a serious problem at higher elevations.

Other games talk about their characters, Oddworld's characters speak for themselves.



In a lush world of diabolical danger, you're Abe...
the skinny guy with no weapons.

Your mission is simple...run, jump and talk your
way out of this ravaged world. You heard me... Talk!
With just your D-pad and your brain. It's called



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Mega Man X4

(By Capcom)

By Major Mike



\$49.99

Available now

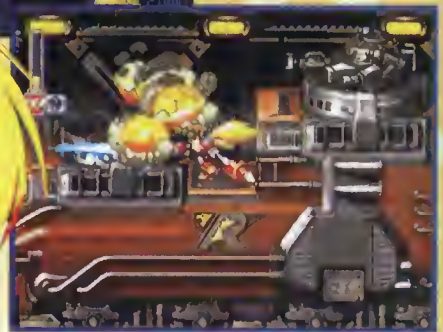
1 player

Action/adventure
Side view

MEGAMAN X4



◀ **PROTIP:** In Cyber Peacock's stage, slash or shoot the oncoming yellow orbs to send them in the other direction.



PROTIP: When riding the military train in Slash Beast's stage, destroy the laser cannons first.



Some of the bosses take up almost the entire screen!



PROTIP: As Mega Man, use the Frost Tower weapon to defeat Jet Stingray.



PROTIP: As Zero, use Ryuenjin on the trees in the Jungle stage to reveal some very valuable power-ups.

Mega Man X makes an impressive 32-bit debut on the PlayStation with Mega Man X4. While this is definitely one of the best games in the X series, it's surprising to know that the real star of the game isn't even Mega Man.

X4 retains the series' 2D platform engine. You run-n-gun through several levels, collecting power-ups and new weapons, while squaring off against tough end bosses. However, X4 adds a second playable character, Zero, and his own story line. Playing as Mega Man is as fun as ever, but Zero steals the show with his own unique attacks and techniques. Instead of an X Buster, Zero uses electro-sabers that force him to get up close and personal to his enemies, ultimately making playing as him more challenging.

Mega Man fans will be right at home with X4. For solid 2D platform gameplay, it's a definite must-have for any action gamer's library. **G**



Dramatic cinemas help flesh out the story. Here the colonel and Zero get set to square off against each other.



PROTIP: When you start the game, defeat Frost Walrus first.



Graphics

5.0

X4 features beautiful 2D sprite graphics. The colorful, gigantic explosions and little details like the recoil of Mega Man's X Buster are state-of-the-art, while the anime cinemas are clean and help enhance the story.



Sound

4.5

The music goes perfectly with the various stages, especially the thundering bass in the Volcano stage and the conga drums in the Jungle stage. The sound effects are almost as good, but Mega Man's cutesy yelps are distracting.



Control

5.0

Mega Man and Zero are simple to maneuver, and the controls hold up beautifully—even later in the game when you acquire more abilities and advanced techniques.



Fun Factor

4.5

Mega Man X4 makes a big splash on the 32-bit platform. Playing as the blue bomber or as Zero is a thumb-busting good time, and the hidden areas and collectable items will keep you playing for hours.

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Croc: Legend of the Gobbos

(By Fox Interactive)

By Boba Fett

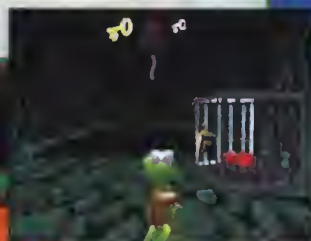
\$49.98 3D platform
Available now 1 player
150 levels



PROTIP: Hop on this elephant's back for a ride to the platforms.



PROTIP: A portal behind that left rock on Level 1-3 will take you to a bonus area for four extra lives. You'll want to return here later to stock up.



PROTIP: To find all the Gobbos on Level 2-3, fall off this ledge and pull Down to use your extra key on a secret door.



PROTIP: Shove this box along the path to reach a platform above. Oooh, that lava looks hot.



PROTIP: Look behind you and to your left in this waterfall room on Level 2-4 for a secret portal.



PROTIP: To beat this Wampa wannabe, wait for him to lose his balance, then smack him with your tail. He'll split into two smaller guys, and then each of them will split. Butt-stomp those last four, and you're home free.



PROTIP: Stay on the concrete, and the burrowers won't be able to snag you.

Croc

LEGEND OF THE GOBBOS

What do you get when you cross Lara Croft with Mario, Sonic, and Donkey Kong? That horrid image aside, the closest you'll come is Fox's Croc: Legend of the Gobbos. Croc delivers everything gamers have come to love in platform gaming: death-defying leaps, item collecting, buddy releasing, secret areas, and hulking evil bosses. It's also very stylish, paying homage to elements of past gaming greats from Lara's backpack to Pac-Man's signature "gulp" sound effect.

Unfortunately, Croc also suffers from familiar problems rampant in the genre: camera and control confusion. Inexplicably, pulling Down on the analog controller makes Croc take a step forward to swing around in an arc, plunging him off any ledges if he's too close. Suicidal reversing aside, the highly responsive analog controller's the only way to go, and Croc's worth the learning curve. This game ranks as the best, most fluid 32-bit 3D platformer yet. **G**



Graphics

5.0 Croc shines with some of the more impressive graphics yet for the PlayStation, creating a cartoonish 3D world with almost no pop-up.



Fun Factor

4.5 Croc is up there with the best of the platformers. You'll beat it once for the conquest, then go back for all the secrets you missed. If only Fox had nailed the controls....



Control

3.5 The directional pad will do, but the PlayStation analog controller is more fluid and sharp. When you pull Down on the analog stick, however, Croc inexplicably takes a deadly step forward to loop around. Why, Croc, why?

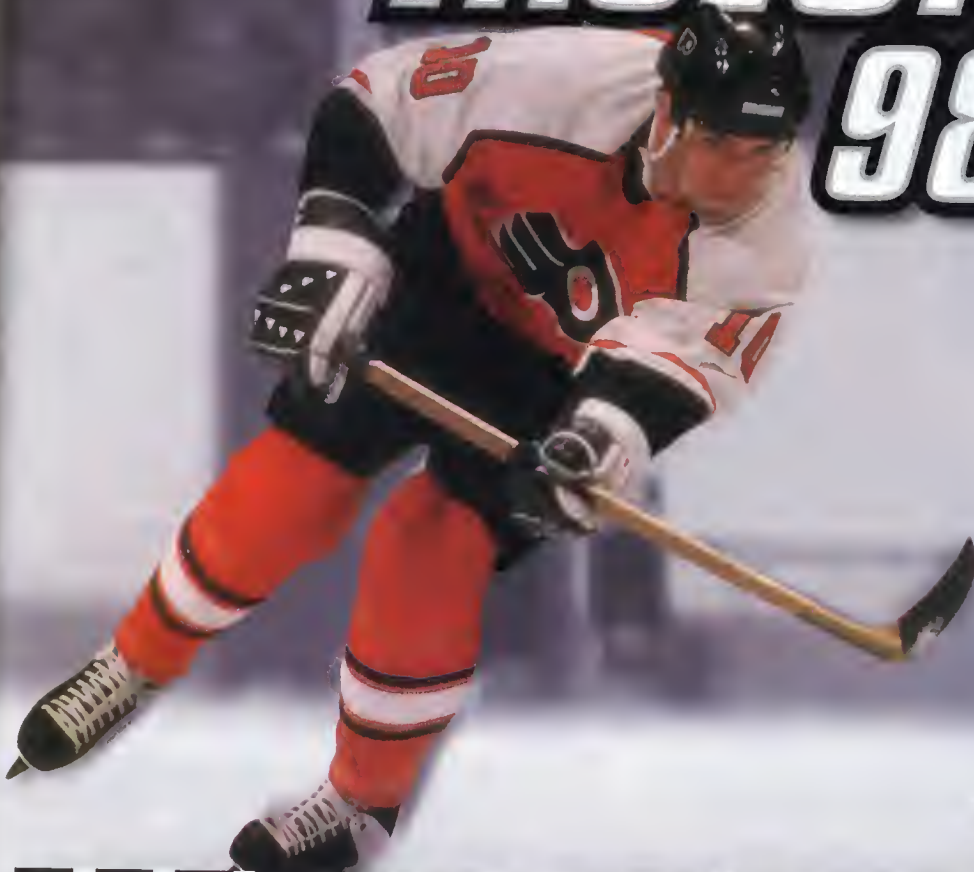


Sound

5.0 The original score is very catchy, and Croc has cute battle cries that add to his personality. Some of the effects pay homage to gaming greats from our past.

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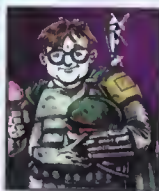
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Steel Reign

(By Sony)

By Boba Fett

Price not available

2 players

Available now

12 levels

Tank combat



STEEL REIGN



Control

4.5

Using the analog controller to move your tank and aim its turret is really cool, and you can select auto-aim if that's too complicated. The standard PlayStation controller handles fine, too, just not as smoothly.



Fun Factor

2.5

Why in the world do the levels have to be mazes, and what good are supertanks that can't blow down the occasional cement barrier? Promising at first, Steel Reign's lame enemies and level design self-destruct this tank shooter.



Graphics

4.0

The impressive 3D terrain moves from desert to urban to arctic to jungle without missing a beat. Unfortunately, your tanks, though intimidating, don't reflect the damage you've taken, and the enemies are fairly bland.



Sound

3.5

Everything's high quality, but the superb shrieks of war don't overcome the boring tank whines and interminable silences. Meanwhile, the between-level narrator is one snore short of a snooze.



PROTIP: The cannon will create a shock wave, obliterating anything in its path, so conserve it for groups of enemies.



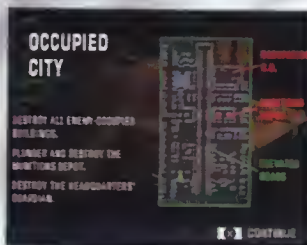
PROTIP: By using the smaller screens of the two-player mode, your opponent may have trouble finding you if you're at an elevated angle.



PROTIP: In two-player mode, strafe while turning your turret to maintain your aim. With all the smoke and fire, your enemy won't realize you've moved.



PROTIP: On the second level, you'll need to cross the elevated road to reach the east side of the city. Hoard your missiles and cannons for an attack on the armory.



The level design is so maze-like and frustrating, it removes your focus from the battle.

Imagine: The new PlayStation Analog Controller is in your hands. Under your right thumb: the ability to control an incredibly powerful supertank. Under your left: said tank's awesome engine of destruction, the turret cannon. Firepower is at your fingertips; annihilation the goal. Full steam ahead, right? Right...into annoying mazes that block your every move, as well as boxing you in against repetitive, boring enemies. If you didn't just slouch your shoulders, you should have—very few games fumble this badly with such potential. Steel Reign takes a great setup, combines it with highly intuitive control, impressive tank design, and abundant weaponry, then puts you into terribly disappointing levels, making it nothing less than a chore to play.



▲ PROTIP: Unleash your firepower on this helicopter, but conserve your stronger weapons for later in the level.



PROTIP: Keep an eye on your shields at all times. If you get low, try to scramble ahead—there are regular shield power-ups along your path.

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All the grandeur of the Golden Nugget casino.

Try your luck at Double Diamond slots.

Experience the thrill of Baccarat.

Solve a mystery starring Adam West.

It seems elegance, excitement, and 16 games of chance can actually fit inside one video game. That's right, finally a casino game has been created for the Sony PlayStation game console. Luckily that game is the Golden Nugget, featured in its opulent brass and marble environment. Saunter into this virtual Las Vegas casino, and play BlackJack, Craps, 7 Card Stud and more. And play them all with the odds and payoffs you'd really have in Vegas. You'll also get to solve a mystery with Adam West. From your living room, no less. It's just part of the privilege of owning Vegas, the one in the convenient take-home size.



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By Scary Larry

At first, Parappa the Rappa looks like a kid's game with awful graphics and stupid tunes. But after spending some time with Parappa and his homies, you'll find yourself rappin' along like a pro.

Parappa features psychedelic graphics that fit right in with the fun and fast way the game is played. Basically, you follow Parappa the rappin' hound through a series of misadventures while being taught how to rap by five "teachers" (including a garlic sensei and a Rastafied frog). These funny rap-masters put Parappa through a series of button-pressing rap trials where you must synchronistically tap out the tunes after the teacher raps. Sounds simple, but the actual gameplay requires lightning-fast thinking and a fair amount of rhythm.

The music for this game is really topnotch. The melodies are funk phenomenons, and the raps are so silly, they'll make you laugh in spite of yourself. Control in Parappa is relegated to all six buttons on the controller, but if you're not dead-on with the timing, you'll find yourself rated poorly and unable to progress through the stages. But



PROTIP: When you see stars in the rap-along bars at the top of the screen, try to hit an extra note not listed in the rap. It may mean the difference between "U rappin' awful" and "U rappin' cool."



PROTIP: Pay careful attention to the fluctuation in the teacher's voice. It may mean that you have to hold the button longer or just quickly tap it.

Parappa the Rappa by Sony

Graphics	Sound	Control	Fun Factor
3.0	5.0	4.5	5.0

Price not available
Available November
Singing game
1 player
6 levels

Challenge: Advanced
Replay value: Low
ESRB rating: Kids to Adults

Parappa the Rappa

with a little practice, you'll soon get the hang of it.

Parappa the Rappa is the kind of inexplicable game that you have to own—even if it's just to take to a friend's house who might find the concept unbelievable.



PROTIP: Some raps have to be started immediately following the teacher's rap, so don't pause or wait for a signal to start.



PROTIP: A good way to cheat is to turn down the sound and try to match the rap by only following the rap-along bar at the top of the screen.

PLAYSTATION



By Scary Larry

Squaresoft is branching out from RPGs and into the fighting-game arena once again with Bushido Blade. While the game presents a strange and unique way to fight, the lack of heavy-hitting action ultimately kills its appeal.

You play as one of six characters who are each on a personal quest—some quests are vendettas, while other quests are mini-mysteries. During these challenges, the fighters (who can choose from 10 swords to do battle with) will dazzle you with a vast array of moves, including chops to the legs that can hobble an opponent or blows to the arm that can render the limb useless. There's also a death-dealing blow unique to each character.

But even with these realistic injuries, the game suffers from spiritual slowdown—there's just too little to do and not enough tough, gritty fighting action. Instead, it features a more Eastern approach to the fighting—you must learn restraint and discipline in order to win. This is a concept that will not go over well with the Tekken and Street Fighter generation who just want a butt-kickin' good time.

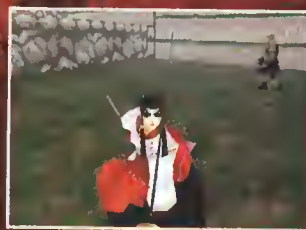
BUSHIDO Blade



PROTIP: Climb the walls to get an advantageous leap in the Cherry Blossom stage.



PROTIP: Running from an opponent is not shameful, especially if you can sneak up behind him and cut his throat.



PROTIP: Don't be fooled by hobbled opponents—they can strike just as easily from a crouch. Take care of these crouched opponents with an overhead slash.



PROTIP: Avoid using the sledgehammer—it's a poor weapon that can't slice through your opponent like the Kitana sword.

Bushido Blade by Sony

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	3.5

Price not available
Available October
Fighting
2 players

Challenge: Adjustable
Replay value: Low
ESRB rating: Teen

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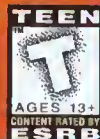
It's Super Hero vs. Super-Villain. Super Hero vs. Super Hero. Super-Villain vs. Super-Villain — you get the idea. Now Marvel Comics' most amazing characters battle it out head-to-head on your PlayStation game console and Sega Saturn. Punch-for-punch, an incredible translation of the #1 arcade blockbuster. You'll enter the world of Marvel as your favorite Super Hero or Super-Villain —

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Marvel Super Heroes. All other fighting games are mere mortals.

www.capcom.com





By Full-On Ferret

The few games that support a system's light-gun accessory have to be something really new and unique to command a following. Unfortunately, Maximum Force, Midway's newest entry, is really nothing special.

Maximum Force is almost exactly like its predecessor,



Area 51, except instead of battling aliens, you're up against common street thugs, goons, and terrorists. You have your



PRO TIP: Grab the power-ups as soon as you see them—they won't last long.

down a predetermined path, so variety is not really an option here.

If Maximum Force has anything working in its favor, it's the graphics and sound. While not particularly striking, the backgrounds and enemies are rendered above average for a game of this nature. Unfortunately, when the action gets boring, this is easily overlooked.

Gamers who enjoyed all those gun games of the past will find familiar ground in Maximum Force. However, if you're looking for a real evolutionary step in this genre, you'll have to keep looking. **G**



PRO TIP: There are secret rooms in each level. Shoot all the doors as you go, and you'll eventually find them.



PRO TIP: Shoot everything that looks breakable on each level (lights, windows, cameras) to earn a higher damage score at the end.

bullets and your wits going for you, and just about everything else against you.

The gameplay is just what you'd expect from a title like this: Shoot the bad guys when they pop up from behind poles, barrels, crates, and such. As you progress through each level, the game forces you



As usual, innocents jump into harm's way during the fray. Shoot them, and it's curtains for you.

Maximum Force by Midway

Graphics	Sound	Control	Fun Factor
3.0	4.0	2.5	2.5

Price not available
Available now
Light-gun shooter
2 players

Challenge: Adjustable
Replay value: Low
ESRB rating: Mature

PLAYSTATION

PRO REVIEW



By Full-On Ferret

The Japanese anime cult film *Ghost in the Shell* has achieved a legendary following and turned millions of Americans into manga fans. T-HQ has developed a game that shares the film's title, but unfortunately doesn't do it justice.

Ghost is mainly a tank simulation with a few twists. You pilot a beetle-shaped tank against a variety of adversaries, which range from helicopters to spider-like machines, all in a fully 3D environment. Armed with machine guns, grenades, and absolutely no backup, you must blast your way through each mission in the 12 levels.

One of the most disorienting yet appealing elements of *Ghost* is the way your tank moves. You can climb straight up walls and across ceilings like a robotic version of Spider-



PRO TIP: Green dots on your radar indicate an item is nearby, so take advantage of it!



The animated cut scenes are set up to tie the game back to the original film.

lackluster at best. The sound effects are bland, and there are no weapon power-ups to be found. Put that all together and you get a very generic game.

Ghost in the Shell, taken for what it is, is a decent 3D shooter with a few twists. Unfortunately, those looking for a true video-game depiction of the film will be sadly disappointed. **G**



PRO TIP: At times you need to find a slightly unorthodox vantage point to take out an enemy easily.

Man. Mastering this skill without losing your perspective is crucial to getting through each level in one piece.

Ghost movie fans will certainly find this experience a ghost of its former self. The cinematics at the opening of the game and between each level are stunning; however, the game graphics, particularly buildings and enemies, are

Ghost in the Shell by T-HQ

Graphics	Sound	Control	Fun Factor
3.0	3.0	4.0	3.5

\$49.95
Available October
Futuristic tank combat
1 player

Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults



By Johnny Ballgame

Tecmo Stackers is a highly addictive, Tetris-style puzzle

game that's easy enough for anyone to play, yet complex enough to transfix even the best gamers for hours at a time. If you're a PlayStation-puzzler fan, Stackers is what you've been waiting for.

Stackers' gameplay looks simple, but it can become quite maddening. Different-colored blocks drop from the top of the



screen two at a time. Your goal is to guide them to the bottom and line up at least four blocks of the same color to make them disappear. Once that group is gone, the different-colored blocks all around it literally stretch out and try to connect with blocks of the same color. If four blocks of a like color connect, a chain reaction occurs and added blocks fall on your opponent's side of the screen (this also gives you time to talk a little trash in the two-player mode).

Gamers can test their skill in five levels of difficulty, from Easy to Insanity, and four modes. While the two-player games really tear the house down in a feverish pace, the one-player games lack the same intensity, and after a few rounds are only good for practicing two-player strategy.

Stackers' graphics and sounds don't quite stack up. The blocks goo across the screen to grab other blocks, and while it's cool to look at, it's also kind of disturbing. The sound is beyond annoying as the awful music makes



PRO TIP: Avoid stacking blocks in the middle of the screen. If your middle section is high and your opponent drops a ton of blocks on you, there might not be any room for your new blocks to drop, and you'll lose.



PRO TIP: Plan your next move by watching the preview screen to see which blocks are about to fall in the next three drops.

you want to rip the speakers out of your TV.

If you're looking for a fun two-player puzzle game, step up to Stackers. Despite the so-so audio and visuals, this addiction is well worth the price. **G**



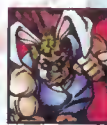
PRO TIP: Stack blocks in groups of three. That way, when a row gets eliminated around them, they will have a better chance of falling into a chain reaction.

Tecmo Stackers by Tecmo

Graphics	Sound	Control	Fun Factor

Price: \$49.99
Available now
Puzzle
2 players
20+ levels
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

PLAYSTATION



By Bad Hare

Holy high rollers! Ex-Batman Adam West hams it up in the solid but slow Golden Nugget. In addition to wasting virtual bucks on slots, blackjack, and 14 other games of chance, Virgin has added a full-motion video mystery that makes you the hero in a James Bond-like theft caper. You'll have to win your way into exclusive poker tournaments to gain clues that will help you catch the thief.

The gambling is authentic but inherently boring—let's face it, roulette wasn't invented with the



PRO TIP: To make big money fast, play video poker. You'll find the machines are often more generous than the other games.

Golden Nugget



PRO TIP: To gain access to the high-limit tables, you'll need to earn \$50,000.

PlayStation in mind. Still, the mystery mode is a good idea, and West's cheesy performance alone makes the game worth renting. **G**

Golden Nugget by Virgin

Graphics	Sound	Control	Fun Factor

Price: \$49.95
Available now
Gambling
1 player
16 games
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

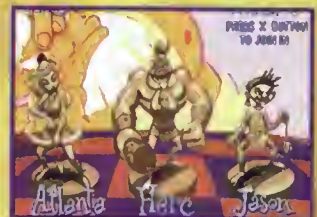
HERC'S ADVENTURES



By Major Mike

Harkening back to LucasArts' classic 16-bit game Zombies Ate My Neighbors, Herc's Adventures is a shoot-em-up action game with giant landscapes and humorous elements that should keep you playing for hours.

Greeks meet geeks, and the pairings work nicely. Playing as Atlanta, Jason, or Hercules, you must complete various tasks for the gods. Along the way, you battle bosses like the Minotaur and Medusa, and ultimately rescue Persephone from the



PRO TIP: Atlanta is the weakest of the three, but her bow and arrow attacks have the best range.

clutches of the evil Hades. The cartoony and colorful graphics sport excellent details, and the sound fits perfectly. The controls are sweet, and moving your character overall is a breeze, despite sometimes problematic jumping.

If you're questing for imaginative, nonstop 2D action, you'll cheer Herc's Adventures. While it probably won't achieve god-like status, it's a solid quest that mortals will enjoy. **G**

Herc's Adventures by LucasArts

Graphics	Sound	Control	Fun Factor

Price: not available
Available now
Action/adventure
2 players
Overhead view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults



PRO TIP: You can throw objects to damage monsters, just keep an eye on your strength meter.



Marvel Super Heroes

(By Capcom)

By Scary Larry

\$49.99 Fighting
Available now 2 players
Side view



MARVEL SUPER HEROES



PROTIP: When fighting Thanos, stay in the air a lot. Thanos loves to send the floor flying at you, and if you land behind him, you can hit him for some severe combo payback.



PROTIP: Use your Infinity Gems immediately; if you get tagged by a small combo, the Gem goes to your opponent.

Die-hard PlayStation owners and Saturn detractors will say that any Saturn game could easily be done better on the PlayStation. If so, where's X-Men: Children of the Atom? While the PlayStation's forging ahead with brilliant new 3D fighters (while also turning out clunkers like Toshinden 3 and ClayFighter Extreme), the Saturn is quietly and efficiently producing blazingly fast 2D fighters like X-Men, Darkstalkers' Revenge, and now, Marvel Super Heroes.

MSH is an excellent port of the arcade game which was a quarter-burner last year. Presenting the paper-based super-heroes as formidable fighters was a perfect fit; gamers already familiar with the characters can choose from Marvel mainstays like Spider-Man and Captain America or four super-villains like Omega Red and Magneto in this blistering fighting title.

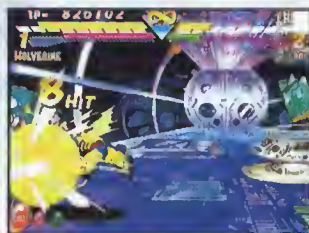


PROTIP: Use Iron Man's special move, the Proton Cannon (motion → ↓ ↓ ←, and simultaneously tap all three Punch buttons). Opponents who jump in will be knocked back slightly when he whips out the cannon, thus allowing for an unblockable multi-hit combo. Major Mike loves this one.

With all the standard Capcom cues in place—big sprites, fast action, multi-hit combos, and colorful super moves—MSH is basically a Street Fighter game with your favorite caped and capeless wonders filling in. A good time will be had by all—unless you're looking for 3D action and linked combos. Otherwise, Saturn owners better save room on their shelves for this great arcade port. **G**



PROTIP: The super villains are powerful but slow, so use more special moves and fewer combos. For instance, Blackheart has a wicked special move that sends a column of fire into the air (motion → ↓ ↓ ← Z). Repeat the move twice in rapid succession to perform a cheap six-hit combo.



PROTIP: Wolverine's Perfect X Barrage (motion → ↓ ↓ ↓) can be chained to use against blocking opponents. If you miss with the first combo, immediately chain the second and you'll almost always catch your opponent off-guard.

The Dream Team



Graphics

4.5

Sharp, comic-book inks seem to bleed from the screen in a great representation of the paper heroes. Unfortunately, the sprites suffer from slowdown when bigger enemies like Thanos and Juggernaut are on the screen.



Fun Factor

4.5

Some will say that 2D fighters are dead—Capcom responds with a resounding "I don't think so." Although not as deep as Tekken 2 or as strategic as Dynasty Warriors, Marvel Super Heroes is good fighting fun.



Control

5.0

Easy-to-learn combos and simple-to-execute special moves pair up for a game that a novice could learn in a couple of hours. However, the more extensive combos are harder to master and give the game depth.



Sound

4.5

The wacky announcer from the arcade is back, which is a shame, because when he announces a Gem power-up, he sounds like a carnival barker. All the other effects are here and decidedly crisp, like Captain America's "Thumbs up, soldier!" victory salute.



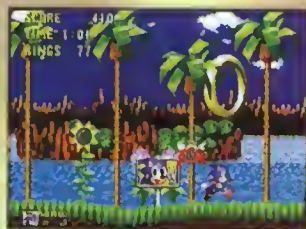
By Special K

If you can't remember who you loaned your original Sonic the Hedgehog Genesis cartridge to, or what box your Sonic & Knuckles cart is buried in, then Sonic Jam is the answer to all your Sonic-related prayers.



SONIC JAM

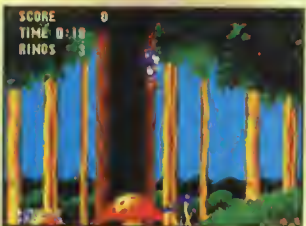
Sonic Jam serves as the perfect storage system for your Sonic library, giving you instant access to any of the four best Sonic the Hedgehog 16-bit titles, including Sonic, Sonic 2, Sonic 3, and Sonic & Knuckles. As soon



PRO TIP: Jump through the big gold ring at the end of Level One in Sonic the Hedgehog to access the first bonus stage.



PRO TIP: In Sonic 3, be sure to look inside the palm trees for spring-jumpers.



PRO TIP: In Sonic & Knuckles, use the mushrooms to reach high, hard-to-reach places.



PRO TIP: In Sonic 2, use Sonic's spin-dash move (hold Down and press Button A) to race up hills.

as you fire up the disc and start hearing that infectious Sonic theme song, you'll realize how nice it is to once again play a fun game that doesn't bog you down with complicated controls, slow frame rates, or anything cyber. The Sonic games revolutionized the side-scrolling platform genre and hold up brilliantly to this day.

Aside from the four Sonic games, Sonic Jam also packs an added bonus: Sonic World. As you move Sonic around the 3D, Super Mario 64-style level, you can go to places like the Character House and access original sketches of all the Sonic personalities (including Dr. Robotnik and enemies like Caterkiller and Crabmeat) or to the Music Shop to listen to each and every Sonic sound effect or musical number. There's also an Art Gallery (Sonic paintings), a Hall of Fame (Sonic timeline and box art), and places to uncover secret cheat codes for the games.

While it might be more Sonic than anyone really needs, Sonic Jam does make a great permanent record of all the original Sonic titles, and will make a fine addition to any Saturn library. **G**

Sonic Jam by Sega

Graphics	Sound	Control	Fun Factor

\$49.99
Available now
Action/adventure
2 players
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

ATURN



By Special K

As an updated version of Afterburner, Sega's new Sky Target is a direct hit—but as anything else, it clearly misses.

Climb aboard an F-16C or F-14D fighter jet and then head for the clouds. Equipped with missiles and a Vulcan cannon, your mission is to take out the enemy aircraft while not forgetting about the battleships below. After each wave of enemy fire, a giant boss ship fills the screen, ready for one final battle.



PRO TIP: Wait for the lock-on to turn green before firing a missile.

Nearly every aspect of Sky Target is culled from Afterburner, including the view, the controls,

SKY TARGET

and the voice telling you when to fire. About the only thing different is the graphics, which are only marginally better.

Sky Target might have made a decent arcade game a decade ago, but it certainly won't do anything to calm all those Saturn owners worrying about the system's future. **G**



PRO TIP: Keep your jet moving from side to side.

Sky Target by Sega

Graphics	Sound	Control	Fun Factor

\$49.99
Available now
Flying shooter
1 player
Chase view
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

SEGA AGES



By Special K

Compilations of classic arcade games have become increasingly popular as of late—but there's a definite difference in value between a collection of games like, say, Asteroids, Missile Command, and Galaga, and one such as this that features Space Harrier, Outrun, and Afterburner 2—three games that were never all that good to begin with.

While it's certainly a rush to

get behind the wheel of that red convertible in Outrun, or to go head-to-head against wave after wave of enemy fire in Afterburner 2 or Space Harrier, the truth is that



PRO TIP: In Space Harrier, shoot the head of the dragon boss to complete Level One.

these games simply don't hold up as well as other "classics" in the modern age. They all have their strong points, but lack those special qualities that make certain games forever great. **G**

Sega Ages by Working Designs

Graphics	Sound	Control	Fun Factor

Price not available
Available now
Arcade compilation
2 players
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults



PRO TIP: In Outrun, let up on the gas when entering a turn at high speeds—it'll keep you from skidding off the road.

SPORTS PAGES

Madden Mania Sweeps the N64 Nation



Madden 64

By Johnny Ballgame

Nintendo 64

Arguably the most fun football game ever created, Madden 64 gang-tackles football fans with everything they demand both on and off the field: exciting gameplay, great features, and unbelievably smooth graphics.

Get on the Bus

Madden high-steps down the sidelines with an impressive list of game options. It might not have the official NFL team license (for example, the Miami Dolphins are simply known as Miami), but it does feature the more important NFLPA license that includes all the star players like Barry Sanders, Brett Favre, and Michael Irvin. You can play as over 100 current and all-time great teams in Exhibition, Season, or Playoff games. Players get injured, go into convulsions and get picked up by the classic Madden ambulance; referees bring out the chains to measure for first downs; and you have the ability to draft, create, trade, sign, and release players.



PROTIP: Don't run the Pro/HB toss against the 4-3 defense. The outside linebacker will nail you for a loss most of the time.



PROTIP: During long passes, always watch the safety. If he fails to double-team your deep threat, air it out for a big gain.



PROTIP: If you're having trouble running the ball, use screen passes to your halfback to gain yardage in the 5- to 15-yard range.

But it's Madden's unparalleled control and awesome A.I. that make it a true champion. Using the analog controller, you press the stick halfway to make players sidestep or jog, and press it all the way for a full sprint. Players perform everything from stiff-arms to touch passes to one-handed catches while competing on a fast field filled with crazy action. The A.I. is the most advanced of any sports game as the computer actually adjusts its playcalling to your tendencies, stopping any so-called money plays.

Mad About Madden

Madden 64's graphics blitz your eyes with silky-smooth player animations and amazing details. Names and numbers are visible on the backs of players' jerseys. Receivers stretch out for sideline catches while trying to keep their feet in-bounds, and ball carriers get crunched, smacked, and even flipped head-over-cleats by ruthless tacklers.

Pat Summerall and John Madden lend their seasoned voices and expert analysis to the game's sound. Unfortunately, the cheering and jeering crowd doesn't quite yell loud enough for a perfect score.

Quarterback Sack

Madden's only N64 competition, NFL Quarterback Club, hasn't arrived in reviewable form yet, but it would be a huge upset if QB Club ends up being a superior product. As Keyshawn Johnson might say, "Just buy the damn game!" There probably won't be a better-playing football title than Madden 64 for at least another season. **G**

Madden 64 Tips



PROTIP: When the defense starts to concentrate on your wide receivers, pass the ball to your tight end over the middle for a big gain.



PROTIP: Play as your best defensive lineman and use the forearm shiver to break through the line and chase after the quarterback.



PROTIP: Stick with the running game even if you're not finding early success. You'll wear down the defense and should take control in the fourth quarter.



PROTIP: When drafting your defensive team, pick speed over every other category. This way you can mob the ball carrier from all angles.

Madden 64 by EA Sports			
Graphics	Sound	Control	Fun Factor
\$59.95	Multiple views	Challenge: Adjustable	Replay value: High
Available November	96 megs	ESRB rating: Kids to Adults	
Football			
4 players			

NHL '98 Gets Physical in This Year's Face-off

NHL '98

By Air Hendrix

PlayStation

After trailing behind Face Off last season, the NHL series returns to the ice with some excellent improvements. Although NHL '98 delivers a board-battering good time, it still hasn't reached the heights that it could, suffering from some hiccups in the controls and graphics.



PROTIP: The best scoring opportunities come from jamming in rebounds, so pound on \square in front of the net as much as possible. Just don't enter the crease, or the goal will be disallowed.

Setting Off Sirens

NHL '98 is packin' some heat on the features side, facing off with all the pro teams and players, 14 international teams, the 2 All-Star squads, fighting, and a standard selection of modes. Gamers can trade, create players and custom teams, and sign and release free agents. You'll be trading right away, too, as the rosters are already outdated (Vernon's still on the Red Wings, for instance).

But the most impressive additions are the new coaching strategies and line setups. Expanding upon the innovations of NHL Powerplay '96, NHL '98 supplies a slick playbook for offense, defense, powerplay, and

penalty killing, and managers can now set their own defensive pairings and designate lines for such situations as three-man penalty killing.

Stick Handling

NHL '98 trips up a little in the control department. Some fine improvements, like on-the-fly playcalling and line changes, hit the ice with

PROTIP: If there's some space between you and an opponent who's about to shoot, drop to the ice and try to block. In close, it's better to get physical to shut down a puck carrier.

flair. But many gamers will long for icon passing, while skating and passing with the directional pad just don't feel as tight as they should. Speed bursts are finally located on a different button than shooting, though.

Visually, NHL '98 erupts with the PlayStation's best hockey graphics to date. The players dazzle with good detail and startlingly graceful movements, while the well-modeled arenas bring you onto the ice like never before. However, some stuttering in the animations and some polygon breakup occasionally mar the show.

The sounds bust out of the speakers with the same kind of energetic two-man commentary that stole the show in Triple Play '98.

Authentic rinkside tunes and strong on-ice effects complete this snazzy package.

Clear the Benches

Fortunately, none of these flaws interfere too severely with the gameplay as NHL '98 delivers fast action that's sure to engross hockey fans. The A.I.'s been tuned nicely to develop more

realism, eliminating cheesy money shots and individual showboating while forcing players to work as a team by passing well and setting up good shots. The defense remains on the arcade side—checking and hooking are the name of the game here.

All told, NHL '98 clearly ranks at the top of the standings in the current season...though until the promising Face Off '98 shows up,

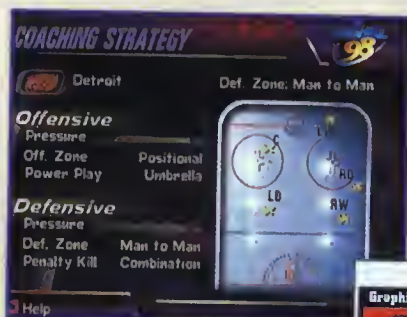
nothing's final. Until then, this is one puck that every hockey fan should score. **G**



PROTIP: Perform special moves by hitting \triangle to fire off a quick deke move and slip around defenders.



PROTIP: Win face-offs by remaining still until the ref starts to lean, then rapidly jam on \times .



PROTIP: Call the Man-to-Man defense to increase pressure in a tight game. But when you have a comfortable lead, stick with Zone—it's safer.

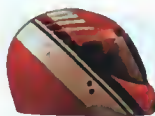
NHL '98 by EA Sports

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.0	4.5

\$49.95
Available now
Hockey
8 players
Multiple views

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

NASCAR '98 Blasts Across the Finish in First Place



NASCAR '98

By Air Hendrix

PlayStation

A fine successor to Andretti Racing, NASCAR '98 roars past the PlayStation pack with its quality design and high-octane gameplay. While it's far from a perfect game, its negligible flaws won't prevent this outstanding racer from finding a parking spot in the winner's circle.

Pole Position

Gamers slide in behind the wheel with one of 24 pro drivers (Jeff Gordon, Dale Earnhardt, Ernie Irvan, and the like) and lay rubber on 17 tracks, including 11 real-life courses like Sears Point and Bristol and



PROTIP: Ram opponents with abandon to hold a lead or to pass. If someone's coming up on the outside, take them into the wall. If you're behind, rear-end them in a turn to shove them out of the way.



PROTIP: Outbraking is another effective passing technique—take the inside line on a turn, and brake as late as possible to slip in front.

fantasy road courses. NASCAR's strong list of features continues with full-season action, two-player split-screen mayhem, and thorough A.I.-customization and car-setup options. The absence of a create-a-driver feature, however, is truly a disgrace.

Days of Thunder

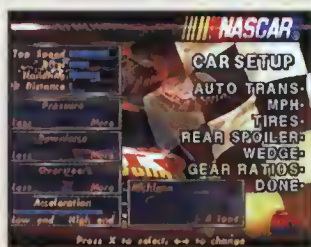
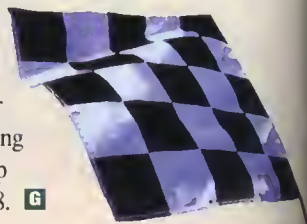
When it comes to gameplay, NASCAR flat-out rocks. Pure arcade racers of the Ridge Racer variety will be in over their heads, but if you don't mind a little depth, NASCAR delivers high-quality bump-n-run racing, and the nerve-jangling two-player matches only complete this sweet package. Adding to the realism, car setup is as important as driving skill, so be prepared to spend time in the Practice mode before each race, perfecting your car's performance.

The slick controls never abandon you, providing edgy but realistic handling and nice touches like a drafting meter and a rearview mirror. You'll need some practice laps to learn to hold a line at high speeds, but that's all part of the fun.

Fast Track

Graphically, NASCAR's superior to Andretti in every way, showcasing beautifully detailed cars and courses. The tracks suffer from annoying draw-in problems, but they irritate without interfering. On the sound side, the ear-numbing engine roars and tire shrieks glue you to the wheel, but the unintelligible pit radio and sparse commentary earn a yellow flag.

The popularity of NASCAR racing has mushroomed—it's now rivaled only by the NFL—and this game's powerful combination of sleek graphics, detailed features, and fender-crumpling action will satisfy any serious race fan. With Formula 1 Championship Edition and CART World Series on the horizon, this fall's going to be a fine season for sport racing, but the competition's going to have to record some outstanding lap times to keep pace with NASCAR '98. **G**



PROTIP: When qualifying, push your car setup to the limit (max tire pressure, as little downforce as possible, and so on), but when racing, haul the settings back a notch or two toward the safer side.



PROTIP: If your tires screech more than once in a turn, you're about to lose traction and spin out. Back off the gas and loosen up the turn as much as you can.



PROTIP: Sit tight on a lead car's bumper until your draft meter is full, then swing out and slingshot by.

NASCAR '98 by EA Sports			
Graphics	Sound	Control	Fun Factor
4.5	4.5	5.0	5.0
\$49.95 Available now Stock-car racing 2 players Multiple views			
Challenge: Adjustable Replay value: High ESRB rating: Kids to Adults			

JEROME BETTIS - PITTSBURGH

GAME TIME



PLAYERS INC.



ACCOLADE

It's late, and Jerome Bettis really should be getting his beauty sleep. But he can't tear himself away from the action and excitement of NFL Player interactive football games. They're the closest thing to playing the game itself, with all the **real NFL players and stats included**. So even though there are no linebackers around to steamroll at this time of night, Jerome can still get his fill of thrills. For the best in multimedia football action, make sure the game you pick says **PLAYERS INC.** And let Jerome's mom worry about telling him it's time for bed. www.nflplayers.com

ANYTIME

Madden Wins the Toss!



Madden NFL '98

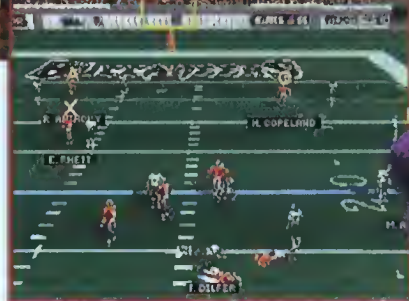
By Scary "Hut Hut" Larry

Saturn

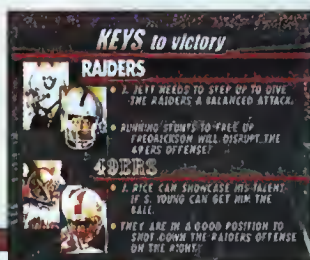
Saturn owners will have no trouble making the choice for their football fantasies this season. Madden NFL '98 is the best football game to ever hit Sega's 32-bit machine.

All Madden

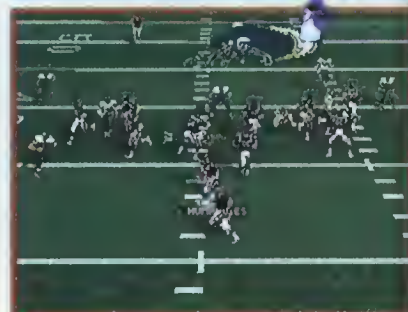
There's nothing this game has that any other football game on the Saturn can offer, like fantasy drafts, customized seasons, football teams of yore, and the general manager skills to trade, sign, release, and create players. When all is said and done, Madden's head-and-shoulders above the rest of the Saturn competition because of its exceptional gameplay.



PROTIP: Use the Hitch to fake out the corners. As soon as you see your receiver go upfield, lob the ball, and he'll catch it right after he cuts back downfield.



Coach Madden helps you out at the beginning of each game.



PROTIP: Use the HB Inside play to run up the middle. But always keep your finger near Button C so you can hurdle over downed linemen.

The Good, the Tackle, and the Ugly



PROTIP: Try to use the Power Tackle (Button Y) when tackling during running plays. It may force a fumble if applied correctly.



PROTIP: Use the dive-tackle whenever possible—it's successful from almost a whole sprite's distance away (but make sure you're centered on his numbers).



PROTIP: On long-yardage passing plays, run your quarterback up to the line of scrimmage before throwing the ball—you may find a whole or two to run through.

A couple of minor flaws that separate the Saturn Madden from the PlayStation Madden are the running game and the graphics. On the Saturn, it seems that EA has gone back to last year's "gliding" sprites—they seem to actually float around the field rather than run. This becomes especially bothersome during tight running plays and when trying to reverse direction during a run. However, this also makes the running game seem a little easier on the Saturn than it did on the PlayStation.

As for the graphics, the sprite-based characters suffer from the Saturn's graphical processors. Players look even more pixelated than they do on the PlayStation, and the ball, even when caught, seems to miss the sprite's hands.



PROTIP: When throwing from the Shotgun, look to see which one of your wide receivers has a step on his pursuers—sometimes it's not always your star player.

That's Going to Hurt Tomorrow

As far as the other options go, Madden can't be beat. The touch-passing controls, which lob or bullet the ball according to the pressure you apply to the Pass button, still rank as one of the best football features to date. Along with the Bluff mode (which allows you to pick plays above or below the highlighted play in order to fool a human opponent), injuries, and player fatigue, Madden covers every aspect of the NFL—there simply isn't a better football game for the Saturn.

Going Long and Scoring

Madden's sound is very impressive, with Pat Summerall voicing each play and Coach Madden adding his colorful commentary. Along with all the smacks and groans on the field, the sound does a solid job of enhancing the game. But it's not like Madden NFL '98 needed enhancement anyway—it's still the most fun you can have on the Saturn without actually playing in the pros. **G**

Madden NFL '98 by EA Sports			
Graphics	Sound	Control	Fun Factor
4.0	5.0	5.0	5.0
\$49.95 Available now		Challenge: Adjustable	
Football		Replay value: High	
8 players		ESRB rating: Kids	
Multiple views		10 Adults	





PGA Tour '98

By Johnny Ballgame

PlayStation

Sports gamers who enjoy challenging tests of skill and accuracy will love PGA Tour '98. And if you think golf is too boring for you to play, listen up—PGA is anything but boring.

Putting for Eagle

Tee off in eight play modes, including Tournament, Skins, and Skills Challenge while competing on five courses (Pebble Beach, The Bay Hill Club, TPC at Sawgrass, TPC of Scottsdale, and the Colonial Country Club). The game tracks your all-time records in categories like longest drive and lowest round, and includes 14 of the PGA's best golfers (sorry, no Tiger) to play as or against.



PROTIP: Align the white aiming line where the line starts to curve with the flag to putt successfully.

Controlling your swing takes precision and timing as you must master a swinging meter with bars for both power and accuracy. Before your approach, you need to calculate things like distance, wind, and the lie of the green to land a good shot.

The graphics are a mixed bag of birdies and bogies. Each golfer's swing was mo-

tion-captured perfectly and the courses are extremely well detailed, but up close, trees and bushes are awfully pixelated.

Ernie Johnson's commentary dominates the sound with phrases like "You da man!" after a good hit. But PGA also sports some distracting sounds, such as planes flying overhead.

Hole in One

PGA Tour '98 is definitely the best golf game released for any 32-bit system. Fans of the links and sports enthusiasts who want a fun, challenging change of pace from football this winter should grab the game and start swinging. **G**



PROTIP: The best way to chip on to the green is to hit the ball to the front of the green and let it roll to the hole.

PGA Tour '98 by EA Sports			
Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.5
Price not available	Challenge: Adjustable		
Available now	Replay value: High		
Genre: Golf	ESRB rating: Kids to Adults		
4 players			



PROTIP: When teeing off, it's usually better to hit the ball short but accurately.

WATCH YOUR BACK. THE GREATEST COLLECTION OF SPECIAL MOVES...





Jimmy Johnson's VR Football '98

PlayStation

By Special K

John Madden needn't worry—although coach Jimmy Johnson's new VR Football '98 is out for blood, it barely puts a toothmark on the top contenders Madden or GameDay.

Virtual Unreality

Dolphins' coach Jimmy Johnson knows how to win—so it stands to reason that VR Football '98 should also be a winner. Boasting gameplay somewhat similar to EA Sports' Madden series, Jimmy Johnson's VR Football '98 gets sent to the showers against stronger gridiron competitors on the PlayStation this season.

VR Football '98 features just about everything a football fan could ask for: all the NFL teams and logos, player names, a helpful Practice mode, and an authentic announcer—but even with all that, the game still feels awkward and plays poorly. The graphics are a coin toss with good player animations but

slightly thin, wispy-looking players. Play calling is similar to that in the Madden series, but long runs and money plays abound in JJVR.

In addition to all the current NFL squads and NFC and AFC All-Pro teams, VR Football '98 also offers great teams from the '60s through the '90s, plus Jimmy Johnson's hand-picked All-Star team. You can also create a custom team of your own, and even create your own plays, which is the coolest feature of the game.

He's Coming Up Short

Although presented professionally, Jimmy can't keep up with Madden '98 or GameDay '98 in any area. Work a little more on the game, Jimmy, and maybe one day you can play with the big boys. **G**

Jimmy Johnson's VR Football '98 By VR Sports			
Graphics	Sound	Control	Fun Factor
2.5	3.5	2.5	2.0
Price not available		Reply value: Medium	
Football		ESRB rating: Kids to Adults	
8 players		Challenge: Adjustable	

VR Football '98 Tips

PROTIP: Use the Practice mode to get a feel for the game controls before heading into a matchup.

PROTIP: Learn to use running plays as a way to hold onto the ball and gain steady yardage.

PROTIP: When kicking, aim for the corners of the field to take away potential running room for the kick returner.



Bottom of the 9th '97

By Special K

PlayStation

Kudos to Konami for trying something different with Bottom of the 9th '97. Unfortunately, though, this game can't compete with Triple Play '98 or MLB '98.

The Big Whiff

Innovation can sometimes be a game's worst enemy. With BOT9, Konami attempts to bring something unique to the baseball genre, but the results backfire, rendering the game almost unplayable.

Specifically, the pitcher-batter interface spoils whatever good Bottom of the 9th may have had going for it. Like last year, using the upper box with the behind-the-pitcher view to determine the location of a

pitch (which is a reverse image of the main behind-the-catcher-view) creates unnecessary confusion while you're batting. Pitching should be smooth and easy in a baseball game—not clunky the way it is here.

Graphically, the blocky polygonal players fail to move realistically

and are downright ugly, lacking the detail of, say, Triple Play '98. Ball speed is inaccurate (line drives take forever to reach their destination), camera angles are bad, and the lack of a MLB team license is shameful.

On the plus side, the Scenario option is a real treat. This feature places you smack dab in the middle of 20 do-or-die situations. If you can withstand the game's numerous shortcomings, you can at least be a hero in a clutch situation.

Bottom of the 9th '97 by Konami			
Graphics	Sound	Control	Fun Factor
3.0	2.5	3.5	2.5
Price not available		Challenge: Adjustable	
Available now		Reply value: Low	
Baseball		ESRB rating: Kids to Adults	
2 players			

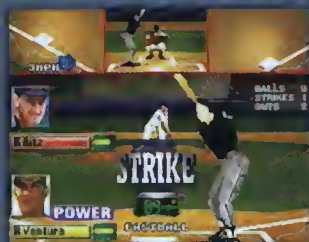
Bottom of the 9th '97 Tips



PROTIP: When runners are on base, throw a lot of fastballs to prevent stolen bases.



PROTIP: Be careful when throwing forkballs or any downward-breaking pitches. They often get away from the catcher, enabling a runner to advance.



PROTIP: Press X repeatedly while the pitcher is in his windup to make him put a little extra oomph on the ball—but don't do it too often or you'll deplete his stamina.

Training Camp, Anyone?

Baseball games have become too good recently for sorry efforts like Bottom of the 9th '97 to be considered for the big leagues. This series badly needs an overhaul. **G**

NHL Breakaway '98

By The Rookie

PlayStation

Acclaim tries to slice up the ice with its first hockey title, NHL Breakaway '98. Unfortunately, because of wacky control and stiff-looking players, Breakaway crashes recklessly into the boards.

Five-Minute Major

Yeah, all the NHL teams, players, and rinks are present, along with Exhibition, Season, and Playoff modes. You can also trade and create players, as well as drop the gloves for a little fisticuffs soirée. These options, however, are standard nowadays. What Breakaway gives you that no one else does is total-control team management. Puck-heads can actually accrue points by winning games that can be put toward signing



PROTIP: If you have a man streaking toward the opponent's blue line, dump the puck in ahead of him to set up a scoring opportunity.

new coaches, rehabilitating injured players, and training up-and-coming prospects. In the end, though, it's the gameplay that counts, and compared to what's on the horizon, Breakaway gets deked out of its skates.

The graphics and control could stand some improvement. The players hit the ice in polygonal splendor, but they move very

stiffly when compared to the fluid motions of Powerplay '98. And even though Breakaway has incorporated icon passing into the game, the unruly movements of your players make controlling them very frustrating. The sound is standard, yet adequate, and comes complete with an announcer, organ music, and on-ice effects.

PROTIP: Use icon passing to set up the perfect one-timer.

Sim Puck

If you want Theme Park set to a hockey beat, then Breakaway is for you. If you want quality action and gameplay, wait for a Stanley Cup contender like Face Off '98 or NHL '98. **G**

NHL Breakaway '98			
Graphics	Sound	Control	Fun Factor
3.5	3.0	3.0	3.0
Price not available	Available now	Challenge: Adjustable	Replay value: High
Hockey	8 players (with adapter)	ESRB rating: Kids to Adults	



PROTIP: Don't get too stick-happy during a face-off, otherwise the ref will yank your center and call in another player.

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NFL Quarterback Club '98

Nintendo 64

By Johnny Ballgame



Quarterback Club's ready to sack your N64 with an incredible look, great features, and some fun new moves. The only question now is whether it'll have enough gameplay stamina to win a fourth-quarter showdown against Madden 64.



Innovations and Interceptions



QB Club's cleats come sharpened with some impressive new moves. Along with doing the usual spins and stiff-arms, ball carriers can dive over piles, receivers can push off cornerbacks to gain an advantage, and offensive linemen can purposefully hold opponents to try to open a large running lane. However, QB Club '98's developers still need to fine-tune the smoothness of the overall gameplay (especially the passing game) if they hope to compete with the early favorite, Madden 64.

TRADE PLAYERS					
49ERS		BEARS			
SALARY CAP		SALARY CAP			
BEFORE TRADE \$40.20M		BEFORE TRADE \$36.07M			
AFTER TRADE \$39.13M		AFTER TRADE \$37.44M			
NUM	NAME	POS	NUM	NAME	POS
64	RYAN	QB	65	KRAMER	QB
61	BRIDGMAN	QB	62	STENSTROM	QB
61	ANDERSON	K	61	JAEDER	K
SPEED		SPEED			
STRENGTH		STRENGTH			
HANDS		HANDS			

Developed by Iguana
Published by Acclaim Sports
Available November

80% COMPLETE

Gridiron Graphics



Because it's the first high-resolution game for the N64, QB Club delivers details on the field that you've never seen before. For example, you'll see water splashing on the field when players run on wet surfaces, as well as their frosty breath on cold days. And if you're playing on a sloppy field, you'll also notice the players' jerseys will become muddied as the game progresses. So far, the game features over 200 player animations, including sideline catches where receivers pull in passes while keeping their feet in-bounds and wraparound head-tackles where linemen practically rip the helmet off the ball carrier.

Join the Club



In terms of features, NFL Quarterback Club '98 scorches the field with a wicked list of weapons, including 123 authentic NFL teams ranging from the current group of gridiron greats to past Super Bowl champs. You also have the option to create your own team from scratch or to participate in a draft where you pick your entire 52-man roster from a free-agent pool that includes every player in the NFL. To round out these excellent features, QB Club '98 enables you to substitute any player at any position (just in case you ever wanted to see Rice throw to Young for once).

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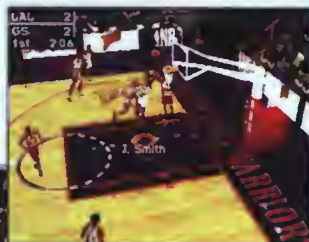
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NBA Live '98

PlayStation

By Johnny Ballgame



Even in its early stages, NBA Live '98 already looks like it's headed to the hoops Hall of Fame.



Wizards and Warriors



Live's impressive list of features will have basketball fans dreaming of dunks all season long. All the NBA teams are represented in flashy form, along with their new logos, courts, and superstar players. Live has added an awesome new three-point shootout to its lineup of play options which includes Exhibition, Season, and Playoffs. You can create custom teams to compete with in Season and Playoff modes, create your own players, and the A.I. will even make trades among computer teams during the season to strengthen squads trying to make a playoff run.

Dekes and Dunks


The smoothest game of five-on-five seen to date, Live sports incredible new deke moves, like a killer cross-over and a behind-the-back dribble, that are not only slickly animated but performed unbelievably fast. Players can now coolly shoot leakers and fade-away jumpers as well. The passing game has also been polished with the addition of icon passing, while the overwhelming list of strategies and authentic NBA plays remain intact from last year's hoops heaven-of-a-game.

Graphically, the faces of over 350 NBA players will be 3D-modeled onto each athlete, spicing up replays and close-ups with mug shots you'll instantly recognize. It's still only in the preseason and we haven't seen Shootout '98 yet, but Live is an early favorite to take its competition coast-to-coast for a poster-dunk and a championship.



Developed and published by EA Sports
Available November

60% COMPLETE



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SHE'LL BREAK
YOUR HEART.
CRUSH YOUR BONES.
KICK YOU INTO
A LAVA PIT.
THEN SHE'LL STARE
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's *Mace - The Dark Age*. The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, "Mace is well on its way to being the best 3-D fighting game for Nintendo 64™." There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button — it might just save your butt. Not to mention your life.

MACE
The Dark Age

EVERYTHING'S A WEAPON.

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MIDWAY





NHL Face Off '98

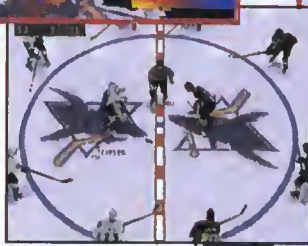
PlayStation

The Achilles' heel of Face Off '97 was its mediocre graphics, but in Face Off '98, Sony's at the top of its game, sliding one through the five-hole, with outstanding player graphics and slick arenas (the boards visibly shake when players are checked into them!). Still, game-play's always primary, and the '98 season looks like another tight race with EA Sports' NHL '98 (see this issue's "Sports Pages" for the review). While this unfinished version largely played like last year's game with a facelift, Sony plans to add key elements like team-specific A.I. in the final phase of development.

The game still blazes by at a blindingly fast pace, and the analog controller handles sweetly. On the features side, Face

Off's strategy stacks up poorly against NHL '98, but the game will offer cool touches like calling for passes and head-butts in fights. If Sony pulls it all together with Face Off '98, hockey fans will have a lot to celebrate.

—Air Hendrix



Developed by Sony & Killer Game
Published by Sony
Available October

70% COMPLETE

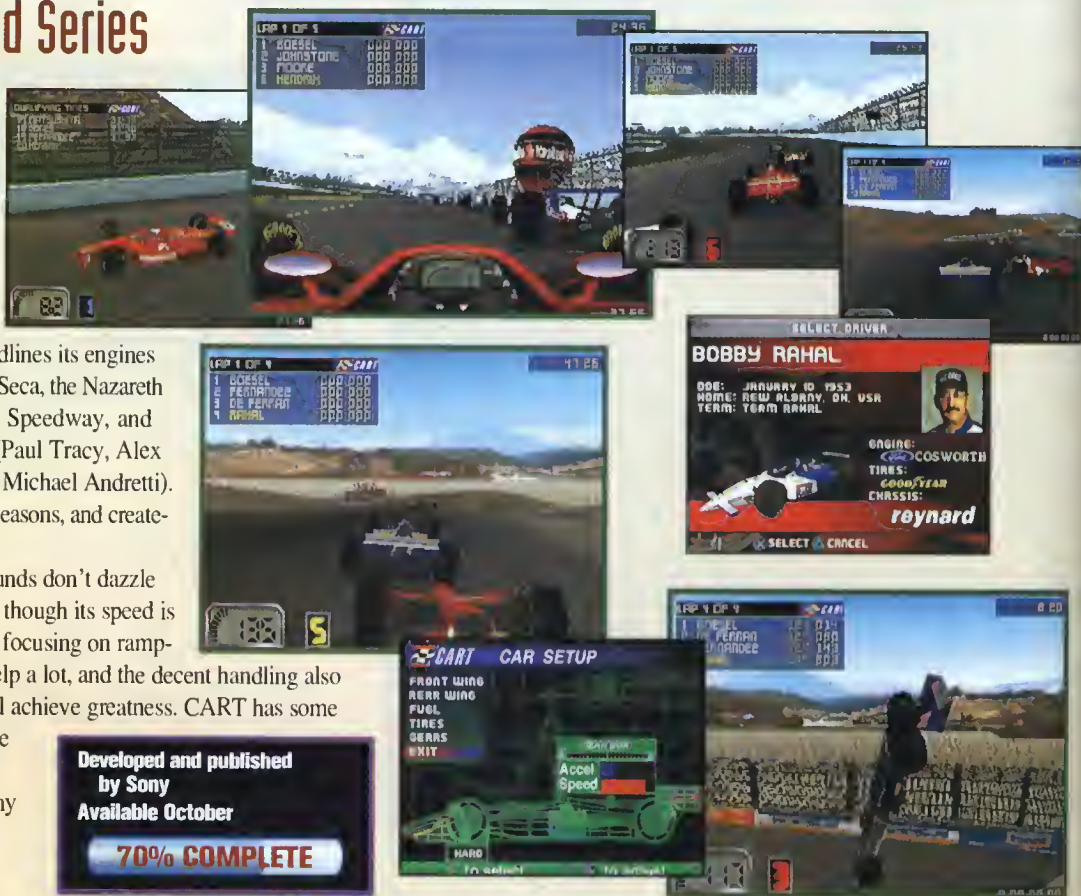


CART World Series

PlayStation

The horizon's overflowing with hot prospects for sport racing fans, and with some tuning up in the pits, CART World Series could easily rank near the top. Replete with the license of Indy racing's premier league, CART redlines its engines with 10 real-life tracks (Laguna Seca, the Nazareth Speedway, the new California Speedway, and more) and 19 real-life drivers (Paul Tracy, Alex Zanardi, Bobby Rahal—but no Michael Andretti). Two-player split-screen racing, seasons, and create-a-driver round out the features.

The solid graphics and sounds don't dazzle just yet in this preview version, though its speed is already flat-out wicked. Sony's focusing on ramping up the A.I., which would help a lot, and the decent handling also needs some attention before it'll achieve greatness. CART has some work to do to catch up with the likes of NASCAR '98 and F1 Championship Edition, but if Sony make the right calls, a podium finish is in sight.—Air Hendrix



Developed and published
by Sony
Available October

70% COMPLETE

SPORTS INSIDER PREVIEWS



NCAA GameBreaker '98

PlayStation

Even with only a few pix to show at this early stage, GameBreaker '98's polygonal graphics already own the college football turf. On the features side, Sony's delivering all 111 Division I-A teams, along with a selection of all-time greats like Notre Dame '88. Gamers can tear up the field in exhibition games or a season complete with bowl games. Other nice touches include player creation, team-specific playbooks, and GameBreaker players on top teams—mirrored after real-life stars—that can break open the game.—*Air Hendrix*



Developed and published by Sony
Available November

50% COMPLETE



NBA In the Zone '98

Nintendo 64

PlayStation

Konami's returning to the hardwood for its third season of arcade-style backboard bashing. While details are still scarce, Konami's looking to enhance the gameplay on the sim side, and the previously strong graphics will be improved with more than 300 new animations. As for moves, In the Zone '98 will dish out no-look passes, pivots, behind-the-back dribbling, signature moves for star players, and more. The N64 edition will, naturally, support the Rumble Pak for those rim-rockin' dunks.—*Air Hendrix*



Developed and published by Konami
Available Winter '97

20% COMPLETE



FIFA: Road to World Cup '98

Nintendo 64

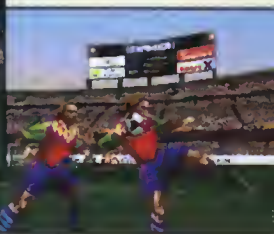
PlayStation

Saturn

In its perennial soccer outing, EA's focusing on World Cup qualifying, adding in a mode that lets you try to guide one of 172 national teams to the pinnacle of the sport. As always, FIFA delivers more teams that you know what to do with, throwing in an additional 193 club teams from 11 leagues. Beyond tuning up the graphics for '98, the FIFA team's also zeroing in on faster gameplay, tighter controls, and sturdier A.I.—*Air Hendrix*

Developed and published by EA Sports
Available November

50% COMPLETE



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— Jimmy Johnson, Miami Dolphins

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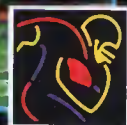
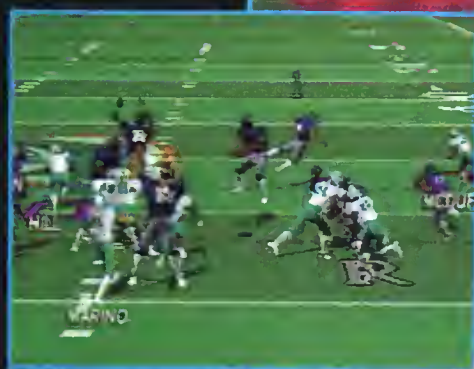
Fully Licensed.

Real NFL teams, logos and players with authentic play books and formations.

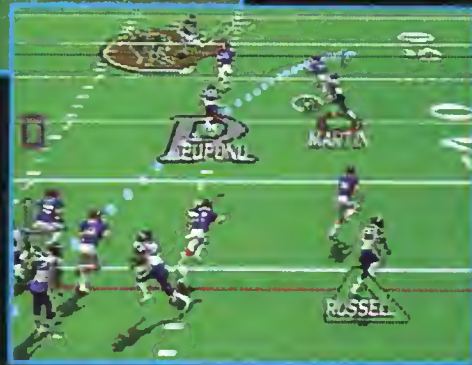
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"There is so much more in my game... so get a move-on and check it out for yourself!"

— Jimmy Johnson



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Start Taking Notes.

ROLE-PLAYERS REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • NOVEMBER '97

FINAL FANTASY VII

A bare-bones walk-through to one of the most intricate and lavish RPGs for the PlayStation. But fear not, Final Fantasy fans, we're here to serve you a survival guide, not a blow-by-blow spoiler account.

BY NOB OGASAWARA

Note: This strategy guide is from the Japanese version of Final Fantasy VII so some names may have changed.

This second installment of our three-part survival guide takes you through the events after your departure from Midgar right up to Shinra's Branch Office in Junon (see "Final Fantasy VII Strategy Guide, Part I," October). So as not to spoil the elaborate story and many mysteries of this epic, the information is as basic and cryptic as possible and avoids getting into detailed plot descriptions. However, we suggest you don't read any of this unless you're truly stumped.

MIDGAR CALM

After leaving the suspended city, head northeast to the town of Calm. While visiting Tifa's house, check out the piano and note the melody Cloud plays—you'll need it later for Tifa. Head east by southeast to Chocobo Farm.

CHOCOBO FARM

Talk to the penned Chocobo for a gift. If you want, you can buy Materia that will attract the Chocobos now, or you can wait and find it later for free once you're airborne. If you buy it now, you can catch a Chocobo to help you avoid the huge snake in the swamp to the east of the farm. Even though the snake can be defeated, its Beta fire spell (which you can learn later by using the Enemy Attack Materia) can inflict over 1000 HP damage to anyone that isn't protected against fire, so it's to your advantage to run rather than fight. You can use enemy attack spells faster than comparable magic spells, and they are less costly in terms of MP. Next, head southwest to Mithril Mine.

MITHRIL MINE & CONDOR FORT

Southwest from the mine's exit is Condor Fort. You don't have to do this event now, but you will later, so you may as well get in a practice round. On the battle map, you'll notice only a few choke-points that will enable enemy units to pass. Clog up these points, and send fast-moving attackers down as quickly as possible to set up a moving front. Eventually, you should be able to establish a solid defensive line that will smoke enemy units the instant they appear.



AREA NAMES

- | | | | | |
|-----------------|-------------------|--------------------|---------------------|----------------------------|
| 1) Bone Village | 5) Corel Mountain | 10) Forgotten City | 15) Junon | 20) Shrine of the Ancients |
| 2) Calm | 6) Corel Prison | 11) Gold Saucer | 16) Midgar | 21) Weapon Maker |
| 3) Chocobo Farm | 7) Cosmo Canyon | 12) Gongaga Area | 17) Mithril Mine | 22) Utai |
| 4) Condor Fort | 8) Costa Del Sol | 13) Ice Field | 18) Nibble Mountain | |
| | 9) Crater | 14) Icicle Lodge | 19) Rocket Village | |



Use attackers to establish a fast-moving front. Be sure to augment them with slower units that are better defended.

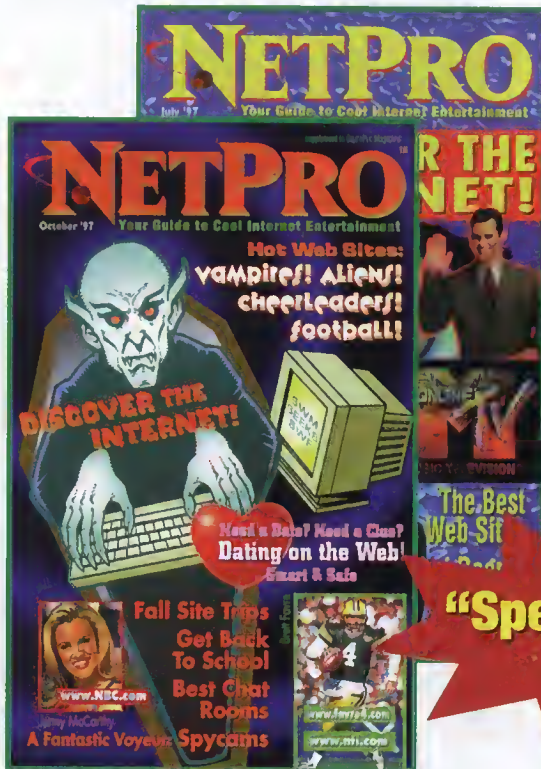
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FOREST AREA

Near the Condor Fort and the Mithril Mine is a forest. You can use this forest (or any other) to get Yuffie to join your party. After defeating Yuffie in battle, answer her five questions by choosing the second, first, second, first, and second choices, respectively. If you go to the save icon or get one of the questions wrong, Yuffie will run away—she may even steal some of your cash, too. If Yuffie runs, wander through the forest until she shows up again.



Answer Yuffie's questions properly or she'll run away.

JUNON

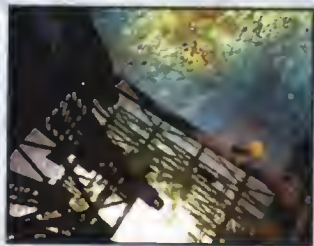
Head northwest from Condor Fort to reach the port fortress of Junon. Once in the town of Under Junon, head to the beach. The boss at the beach is a flying creature that cannot be hit with weapons other than projectiles, so use spells.



Bottomswell uses a magic spell that puts its victims in a sphere of water that drains HP. Use magic spells to shatter the sphere.

THE BEACH IN UNDER JUNON

After being revived, Cloud has to undertake a secret mission in Junon—but he'll need a dolphin's help to get there.



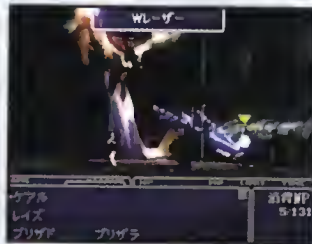
Just press the Whistle button twice without moving to get onto the beam.

EVENTS IN JUNON

Here you have to join a parade and undergo inspection by some VIPs. Although you're not required to be successful, you still get a chance to win some nice gifts. You should also go shopping for some items, the most important being Materia with Resurrection spells. Then, depart on a ship to Costa del Sol.

TRANSPORT SHIP

Onboard the ship, while waiting for the way to the foredeck to open, you should wander around until you've talked to everyone. Once the way to the foredeck is open, you can go downstairs for your first battle with Jenova. Be sure to pick up the Summon Beast Materia after beating this boss.



Jenova Birth's laser attack is considered a physical attack, so put everyone in the back row to reduce their damage by half.

COSTA DEL SOL

Resist the temptation to go into an inn at your first opportunity. Instead, head to the beach where you'll meet a nemesis of yours that's on vacation (he'll be gone the next day).

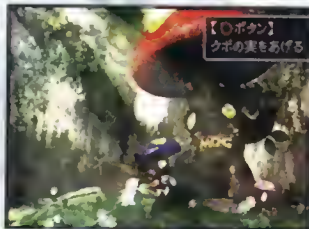
COREL MOUNTAIN

Head in a westerly direction toward Corel Mountain. Listen for sounds coming from a bird's nest if you want to pick up some items.

However, if you leave the nest alone, you can come back to it later for better items. Soon, you'll end up at Corel Village where you can take a tram to Gold Saucer.

GOLD SAUCER

The amusement park requires you to earn local tokens (GP) to take rides and so on. The easiest way to earn GPs is to head to Wonder Square and play Mog House. After you win, ask the person behind you for some money. Complete all the events, but make sure you leave the Battle Square for last (play only after Cait Sith joins your party and you will earn a trip to Corel Prison).



Feed Mog only about four Kupo fruits before each flight; excess feeding makes him heavy.

COREL PRISON

Talk to everyone, then sneak out to the desert at the north end of the prison. You will find Dyne to the east. If you fail to find him, walk through 10 screens in any direction, and a Chocobo cart will take you back to the prison.



Barret faces his old friend Dyne alone. Be prepared with Cure spells, because Dyne can launch two attacks in quick succession.

GONGAGA AREA

Head southwest from Gold Saucer to the Gongaga Village. Take Aeris and Tifa with you to get more background information on the two villages.



Beat Aeris and Tifa simultaneously to get two gifts; beating just one causes the other to retreat.

COSMO CANYON

West by northwest of Gongaga is Cosmo Canyon, Red XIII's birthplace. It's a relatively large town that can be confusing because the events that unfold here involve looking for others. You should definitely buy HP and MP Materia upgrades—they can increase your HP and MP respectively up to 50 percent (each character can carry more than one). Be careful of the slippery floor in the sealed cavern.



Gi Natatak is a ghost and a one-hit wonder if you use a Phoenix Tail or other high-level cure item.

NIBBLEHEIM

Head north to Nibbleheim and talk to all the figures in black. Next, enter the Shinra Mansion to look for clues. In the room to the left of the Mansion, you'll find a letter from Hojo that helps you find a new friend. Read the clues carefully (especially clue #4), and look for hints (don't go down the secret spiral stairway). The hints will help you open the safe on the second floor. Be quick when opening the safe, and never overshoot the target figures. For example, if the first two hints are "Right 1S" and "Left 10," press the directional pad to the right until you reach "1S," then press the directional pad to the left until you reach "10." When the safe

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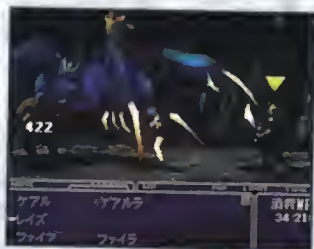
opens, you will have a nasty fight on your hands, so be prepared. After dealing with Lost Number, go chat with a mysterious figure in a coffin. You should also check the library for clues.



Lost Number is bad news—*not only is it immune to spells, but its physical attacks are devastating.*

NIBBLE MOUNTAIN

Go north from Nibbleheim to clear Nibble Mountain. You should have collected all the items here on a previous trip, so there's no need to go off on any side trips. Just save your game and fight the Materia Keeper.



The Materia Keeper has an excellent electrical spell that can be learned. *Don't use fire spells against it—they will cure this boss instead of destroy it.*

ROCKET VILLAGE

Northwest of Nibble Mountain (although you have to swing southwest first) is Rocket Village. Just check out the sights before an easy but maddening fight with Shinra's Palmer.



Palmer's only weapon is a gun that shoots fire, blizzard, and thunder spells.

UTAI

After departing Rocket Village, roam freely and try this side trip (but only if Yuffie has joined your party): Head southwest from Rocket Village to the crescent island at the left of the map, working your way north to the town of Utai. Also in Utai, check carefully in Godo's home for two secret rooms. After the initial battle, Yuffie can try battling the five bosses in the pagoda at the northwest corner of town. (If you're following the sequence of this strategy guide, you'll likely get your butt kicked, so you might leave it until later.) Also, check in on the cat room.



Before climbing Dachaos Statues to meet this boss, load up on life- and HP-restoring items.

WEAPON MAKER & SHRINE OF THE ANCIENTS

Head to the solitary house on the point located southwest of the Gold Saucer (you probably noticed it earlier when nobody was home). Follow the weapon maker's instructions to obtain an item for entering the Shrine. The Shrine is a pyramid in a jungle almost due south of Junon and due east of the weapon maker's house on the point. Once you're in the Shrine, you can't get out until everything's done. You can sometimes circumvent the stair by using vines, so watch carefully. In the Time Chamber, rather than using the roulette, get the time keeper to move the clock. Each instruction moves the clock by a certain amount, so once you figure it out, you can reach every destination to obtain some helpful items.



Red Dragon is aligned with fire, so use items and Materia that negate or absorb fire.



Magic spells are usually ineffective against Red Dragon, so be ready with cure spells.

BONE VILLAGE

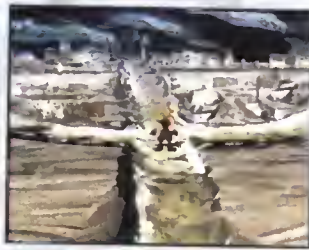
Far to the north (although you have to go around a continent by first heading east from the Shrine) is Bone Village. Once your hired miners do their job, head north through the cave. While in the Sleeping Forest, look for the red firefly—it's actually a useful Summon Beast Materia.



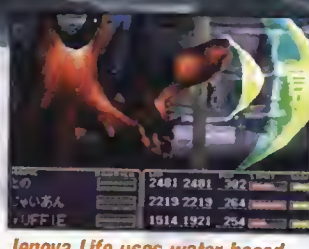
Watch for the red firefly—it appears in a circular pattern, making it easy to catch.

THE FORGOTTEN CITY

At the three forks in the road, take the right fork first and try to sleep at the shell house. Now you can go where you're needed.



Take the right fork, leaving the center fork for later.



Jenova Life uses water-based spells, so equip your party with items and Materia that negate or absorb water.

ICICLE LODGE

Due west of the Forgotten City is this frozen town. Before entering, save your game. Be sure to watch Dr. Gast Pharmsis' home videos. In the ice field, touch the water from the hot spring and go to the witch so you can get a Summon Beast Materia. The witch's cave can only be entered from the barren ice field at the far west. After an arduous climb, you will face Twinhead.



Twinhead has one head aligned with fire and the other aligned with ice. Be careful which spells you use—you could be hurting one head, but curing the other.

TORNADO MAZE

Wait for the winds to die down before making a dash. Then, get ready for a climactic showdown with Jenova Death.



Jenova Death is aligned with fire. Equip your party appropriately to use Jenova's Fire Spells to your advantage, or at the very least, to minimize the damage.

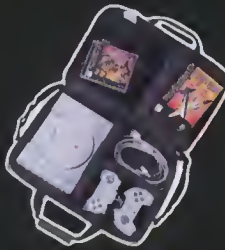
NEXT TIME

The last installment of the strategy guide leads you to the final showdown. It also takes you on some side trips to check in on extracurricular adventures, including a short sermon on Chocobo breeding. Until next month... **G**



Now's your chance to kick more ass than you've ever imagined possible. All ASCIIWARE controllers have features that enhance your gameplay. They're faster and tougher, which means you will be too. So if your controller doesn't say ASCIIWARE on it, then maybe you should be kicking yourself.

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1997: An Abe's Oddysee

Hello. *Oddworld: Abe's Oddysee* is one seriously tough game. In this ProStrategy Guide, we'll take you through Scrabanla and Paramonia and walk you step-by-step through each temple room and nest. Follow me.

By Major Mike (Special thanks to Air Hendrix)



Abe



Chanting is Abe's greatest asset. He can chant to possess Sligs and control them, or he can chant to ring chimes.

Controlling Abe

Chant: Simultaneously press and hold L1 and R1.

Run: Hold L1, tap → or ←

Jump: Tap △

Crouch: Tap ↓ or ×

Tiptoe: Hold R2, tap → or ←

Abe-Speak

To make Abe speak, press and hold L1, then press any of the following:

△: "Hello."

□: "Follow me."

×: "Wait."

○: Angry

Or press and hold L2, then press any of the following:

△: High whistle

×: Low whistle

□: Laugh

○: Fart

Running and Rolling

When running, Abe skids a little if he has to stop suddenly. To stop Abe without skidding, press the Crouch button.

Blown Over

Abe gets knocked down when something explodes nearby. To keep from falling over, crouch before the blast.

Abe's Friends

Elums

Elums are stupid drones. Their weakness is honey—they'll stop whatever they're doing if there's some around. Elums can, however, jump farther than Abe.



Mudokons

These are the guys Abe rescues. Use Abe-speak to guide his fellow Mudokons to safety, but be careful—they aren't too bright, and can easily walk into harm's way.

PlayStation Memory Card

Save your game. Often.

Abe's Enemies

Sligs



You can occasionally possess Sligs, and knowing their vocabulary is essential later in the game. Sligs can operate elevators, pull levers, and fire machine guns. From a safe place, Abe can also talk to Sligs (but don't be fooled—any Slig will fill Abe full of holes if given the chance). When you're through with a Slig, simultaneously press and hold L1 and R1 to make the Slig explode and return to Abe.

Slig Controls

△: "Blah."

×: Blow to the head

□: Pull lever

○: Fire machine gun

R1: Run

Slig-Speak

Press and hold L1, then press any of the following:

△: "Hi."

□, tap ↑ or ↓: "What?"

×: "Get 'em!"

○: "Wait!"

Press and hold L2, then press any of the following:

△: "Ah-ah."

□: Laugh

×: Twang

○: "Look out!"

Slogs



Slogs are attack dogs that blindly go after Mudokons. However, if you possess a Slig, you can order the Slogs to attack other Sligs, then jump to their death. Unfortunately, you can't possess Slogs.

Land Mines



Land mines explode when something touches them. They cannot be defused.

Time Bombs



Crouch next to a time bomb and tap the top to arm it. You then have four seconds to reach safety before it explodes.

Bats



Small and annoying, these killers fly in strange patterns and are hard to avoid. Bats cannot be killed.

Proximity Mines



You can disarm a proximity mine, but only when it's flashing green. To disarm it, crouch next to it and press the top.

Bees



Bees swarm anything that gets close to them, eventually killing it—including Abe. When bees swarm Abe, he can throw them off by running or by passing them on to any living thing that's nearby.



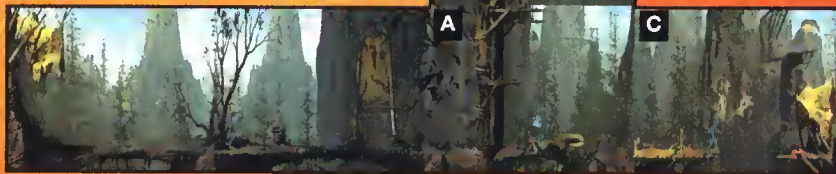
Scrabania and Paramonia



After escaping RuptureFarms, surviving the Stockyard, and passing Mosaic Lines (which should be easy for most gamers), you're faced with two challenging tests: Scrabania and Paramonia. Scrabania's the harder of the two, but both areas are pretty tough. Let's do Paramonia first.

Area #1

Tiptoe next to the sleeping Slig (A), activate the bomb, and jump to the ledge above. After the blast, get a rock, pull the lever, and jump in the tube which shoots you to the top of the tower (B). Jump up and pull the ring to sound the bell and summon an Elum. Next, throw a rock at the land mine across the gap (C) to destroy it, then ride the Elum to jump the gap and reach the end of the area.



Area #2

Recite the Mudokon's sequence (A), and he'll lower an elevator. At the top (B), tiptoe to the right (C) to get behind the Slig, crouch, and throw a rock at the land mine. No more Slig. To keep the Elum from eating the honey (D), throw a rock at the beehive. Defuse the bomb (E), mount the Elum, then run and jump through the horizontal stretch to the right to reach the exit (F).



Area #3

From the entrance (A), climb up to the tube and jump in. You land at (C) with a Slig below you. Possess the Slig, take him down (D), and shoot his buddy. Drop the Slig on the platform between the land mines by the lever (B), and walk on the one to the left. As Abe, climb down and pull that lever. Take the elevator and the Elum to the top (E). Mount the Elum and run and jump through the horizontal stretch to the left (F). Use the map to see where the gaps are that need to be jumped. Don't worry about the pursuing bees—if you just keep running, they can't swarm you. The exit's at the far left (G).



Area #4

At the start (A), jump up and pull the ring. After you land, climb to the bottom (B), pull the lever, and listen to the password in the right corner. Jump into the tube, and when you land, pull the ring on the platform to the upper right (C). Climb to the bottom (B) and jump in the tube, which shoots you back to the top (A). Go left (D), take the elevator down, and give the password (E) to lower an elevator. Take the elevator up, walk to the left, and take the first elevator down (F). When the Slig walks out near the bottom (G), possess him and kill his two buddies (H). Mount the Elum and jump to the exit (I).



Area #5

Enter at the left side (A), possess the Slig, and walk him to the right to kill his partner (B). Dispose of the Slig and jump in the tube. At the final screen (B), chant, run to the right, and jump into the portal. Paramonian Temple awaits...



Paramonian Temple



Room #1

Start at (A), go right to (B), and enter (C) briefly—a Slog and a Slig are waiting. Run back and jump in the tube (B), which shoots you to the background. When the Slig enters from the right, possess him, shoot the Slog, and terminate the Slig. Return to the foreground and pull the lever (C) to the bottom (E) and don't chant in the room with the fireflies on the way down (F)—it's a cruel joke that gets you killed. Stand by the lever (G), wait for the Slig below to walk under the upside-down triangle, and pull the lever to crush him. Go to the right and exit (H).



Temple Rooms



Each number on the map above corresponds to one of the rooms in the Paramonian Temple.

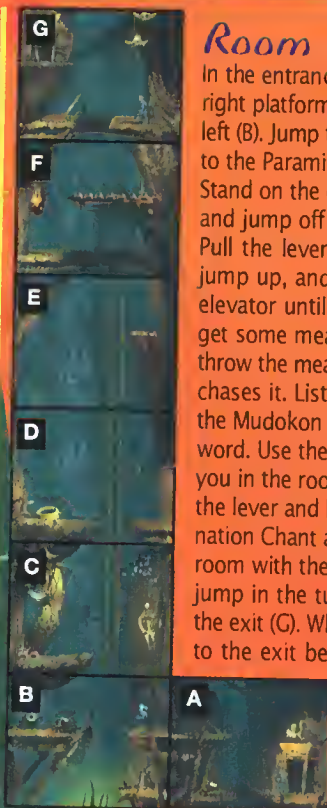
Paramites

Lone Paramites run away from you when you're facing them, and follow when your back is turned. However, two or more Paramites will attack, as will a single one if cornered (it hisses before attacking). Use meat to distract them—they love it. You cannot possess a Paramite, but chanting really pisses them off.



Room #2

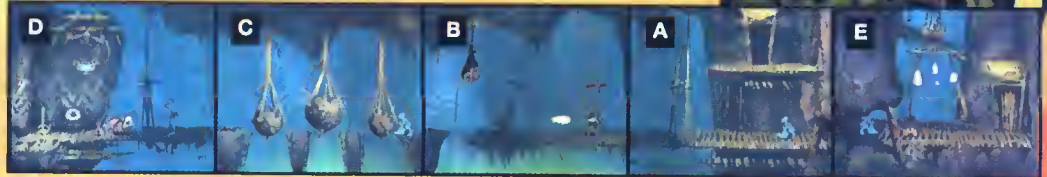
In the entrance room (A), jump to the top-right platform and enter the room to the left (B). Jump the gap, but don't move close to the Paramite—he'll hiss, but not attack. Stand on the edge of the ledge, face right, and jump off to the lower-right platform. Pull the lever, roll to the right into (A), jump up, and go back into (B). Take the elevator until it stops (E), climb up, and get some meat (F). Return below (B) and throw the meat to the right so the Paramite chases it. Listen to the chime. Ascend to the Mudokon (D), and give him the password. Use the Detonation Chant he gives you in the room with the mines (C). Pull the lever and light the torch. Get the Detonation Chant again, and use it in the top room with the mines (F). Pull the lever and jump in the tube (D), which takes you to the exit (C). When you land by the exit, run to the exit before two Paramites enter the room from above and attack. Before leaving this room, make sure that you have some meat.



Room #3

From the entrance (A), go left (B), then quickly backtrack to (A), jump up on the ledge, and start chanting the moment your feet hit the ground. Why? Because the pursuing Slig will run away if you don't act fast. Once the Slig is possessed, kill his buddy in the next room (B) and terminate the Slig. As Abe, jump across the platforms in the next room (C), avoid the spikes, and crouch on the platform to avoid the bat. When you reach the left side, tiptoe into the next room (D) so you don't awaken the sleeping Slog. Tiptoe to the bomb, activate it, and run to the right—the Slog should chase you

and get blown up. Listen to the chime and pull the lever to light the torch. Return to the entrance and on the way, grab a rock (B) to throw at the land mine before the exit (E).



Room #4

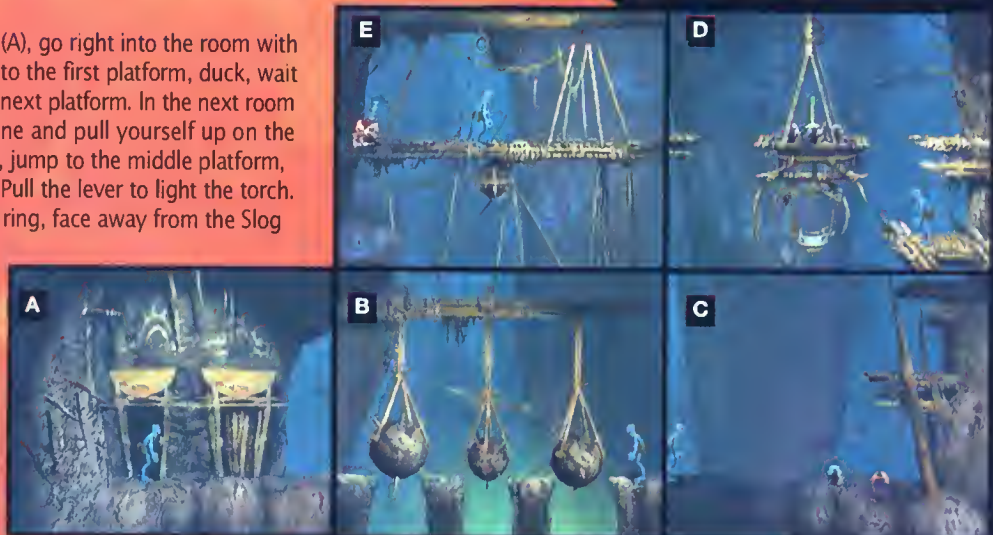
Start at (A) and go right. On the floor (B) is a pressure plate—step on it and rocks drop from above. There's also a pressure plate in the next room (C). Enter the room (D) to the far right, then run and jump up to the platform to the right. Pull the lever to light the torch. When you do, two Paramites drop from above. Crouch, throw a piece of meat to the left (you got some meat before you left Room #2, right?), and run out of the room to the left. Roll over the pressure plate (C), and the falling rocks should take out one of the Paramites chasing you. Keep running to

the left, and when you reach the pressure plate by the entrance (A), step on it when the other Paramites enter the room. Go left (E), get the Paramite's attention, and run to the right to the ledge by the exit door (B). Wait for the Paramite to get to the right below you, then go left and listen to the chime (E). Go right to the exit (B), and be careful of the pressure plates and falling rocks.



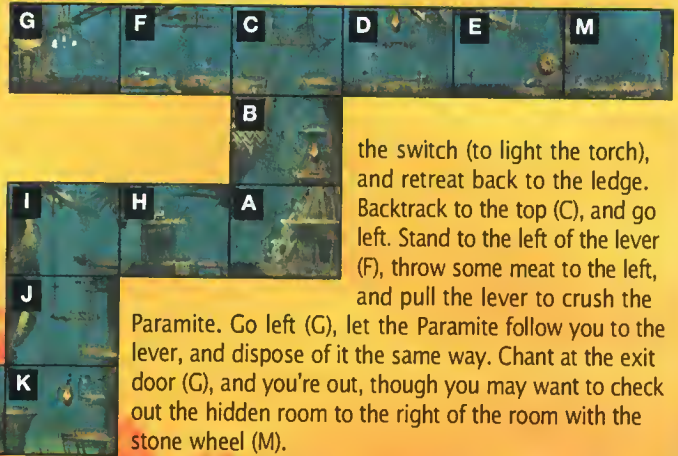
Room #5

This part's ugly. From the entrance (A), go right into the room with swinging spikes and bats (B). Jump to the first platform, duck, wait for the bat to pass, and jump to the next platform. In the next room (C), run and jump over the land mine and pull yourself up on the ledge. Climb to the room above (D), jump to the middle platform, and defuse the bombs one by one. Pull the lever to light the torch. In the last room (E), walk under the ring, face away from the Slog sleeping in the corner, and press and hold the Run button (but not the directional pad). Jump up, pull the ring, and immediately press and hold Right before you land—milliseconds count here—to beat the Slog. Run out of the room to the right and head back to the exit, which is the door next to the entrance (A).



Room #6

Climb up from the entrance (A) into the room above (B) and get some meat. Climb to the top (C) and go right. Jump on the platform (D), then jump off to the right to get the Paramite to your left. In the next room (E), look for the pressure plate a few steps ahead. Step on the plate and run left—a stone wheel rolls toward you. Jump up on the platform in the next room (D), as the wheel should crush the Paramites. Climb down to the room below (H), jump up, and listen to the chime (the wheel now covers up what was a beehive). Slowly enter the room to the left (I). A Paramite's waiting; get its attention so it follows you into the next room. Throw some meat to the right and run past it to the left. Climb down through (J), get some meat (K), and head to the last lower room (L). Wait for the Paramite to enter the room from above, then throw the meat into the left corner. Immediately run to the left, pull

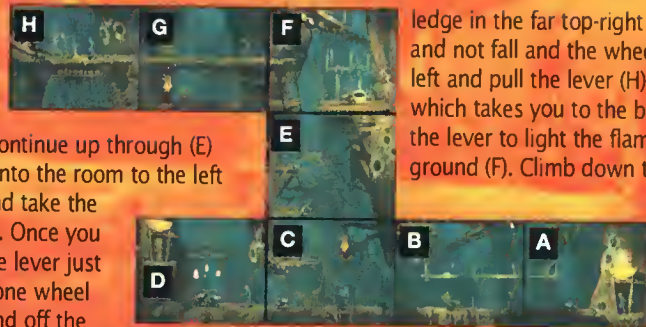


the switch (to light the torch), and retreat back to the ledge. Backtrack to the top (C), and go left. Stand to the left of the lever (F), throw some meat to the left, and pull the lever to crush the

Paramite. Go left (G), let the Paramite follow you to the lever, and dispose of it the same way. Chant at the exit door (G), and you're out, though you may want to check out the hidden room to the right of the room with the stone wheel (M).

Room #7

A Paramite greets you when you enter (A). Follow it to the left. When you reach the third room (C), climb up and get some meat. Continue up through (E) and roll under the low platform (F) into the room to the left (G). Listen to the chime, go right, and take the top platform to the far-left room (H). Once you enter that room, stop—don't pull the lever just yet. Walk slowly to the left and a stone wheel rolls toward you. Run to the right and off the



ledge in the far top-right room (F). You should grab the edge and not fall and the wheel will crush the Paramite. Backtrack left and pull the lever (H). Head right and jump in the tube (F), which takes you to the background near the entrance (B). Pull the lever to light the flame and take the tube back to the foreground (F). Climb down to the room with the hanging meat sack (C). Throw some meat off-screen to the left and into the next room (D). Run to the left, jump on the ledge, chant, and you're out.



Room #8: Paramonian Nests

From the entrance (A), take the elevator up. At the top (B), run and jump up to the ledge to the left, then immediately jump to the ledge to the right, pull yourself up, and immediately pull yourself down then right back up. Why? Because a Paramite drops from above and will jump off the ledge if you look like you're going down. Run right and be careful of the trap door near the end of the platform (C). Keep running right and jump up to the platform in the upper-right corner (D). Climb to the room above (E) and dangle off the ledge—don't pull yourself up because two Paramites drop from above, and they'll fall into the room below if you dangle. Pull yourself onto the ledge of the

room above (F). Roll under the low wall, and dangle from the ledge above because two Paramites will drop and fall to the platform below. Run to the left, jump the gap (G), and grab the ledge to the left. Then pull yourself up, then pull down and dangle because two Paramites will drop from above. When the upper platform is clear, go left into the next room (H). Wait for the Paramite to fall from above, then roll toward it so it goes into the room to the left. Stand to the left of the second stalactite, face left, and run. The moment the other room shows on the screen (I), jump off the ledge and keep running to the left. Jump on the ledge to the left (J), and jump into the tube before a Paramite drops right in front of you. The tube takes you to a meat sack (K), so grab some and jump in the tube to the right. You should be at the exit room (L). Throw the meat to the right, drop down, and quickly enter the temple door. When you enter the temple, don't move—chant first. If you scare away the bird ring and have to exit the room, two Paramites will be waiting to pounce on you. You've completed half of your test. Let's do Scrabania now.





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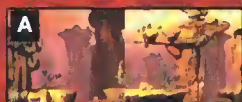
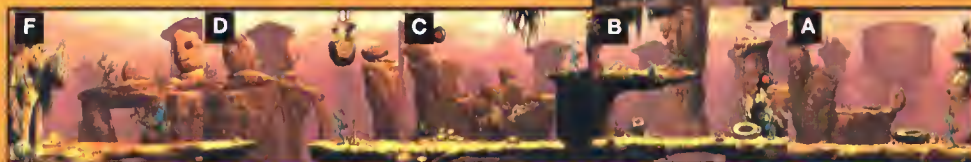


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SCRABANIA



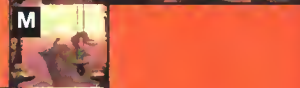
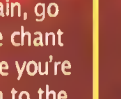
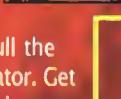
Area #1



Enter at (A). Dangle from the ledge with the Slig (B), climb up behind him, arm the bomb, and roll off the ledge. After the bomb goes off, go left (C), climb up on the ledge with the lever, and pull the lever when the Slig walks over the "X" on the ground. In the screen to the left (D), stand to the left of the lever and pull it. Return to the entrance (A), jump in the tube, and pull the lever when you land in the background. Jump in the tube to return to the foreground. Now, jump in the tube in (B) that takes you to the background at (E). Once you land, chant, possess the Slig, and walk him off the ledge to the right. He should fall on the land mine below. As Abe, jump in the tube (B), and when you land, jump up and ring the bell to summon the Elum. The exit is at (F).

Area #2

Enter to the left (A). Recite the sequence (B) to get the Detonation Chant. Walk to the right (C), chant to destroy the mine, go to the top ledge, and pull the lever to activate the elevator. Get the Detonation Chant again, go down to (D), and use the chant to destroy the bombs once you're out of blast range. Listen to the password. Get the Detonation Chant again. Take the elevator down (E), give the password, immediately walk to the left, and chant to destroy the mines. Mount the Elum and jump the chasm to the right. At (F), wait for a gap in the mines, run to the right, and don't stop. Don't worry about the mines—if you don't stop running, you'll hit the gaps in their revolving patterns perfectly. Just worry about jumping the gaps until you reach the exit (C).



Area #3

Start at (A) and take the elevator up (B). At the top (C), the Elum starts eating honey. Leave him and take the elevator to the right down (B) and walk to the right (E). Pull the lever, but be careful of the Slig in the background. Jump in the tube (D), which shoots you back to the left (B), freeing a rock for you to pick up. Get the rock, take the elevator up, and use the rock to destroy the land mine (F). In the cave to the left (C), get the Detonation Chant and use it to destroy the mines below (H). Jump up to (I), pull the lever (unleashing a bee swarm), and run back to the Elum (C), who's still eating the honey. The pursuing bees will swarm him and he'll stop eating. Chant to get the bees off the Elum, and take him down the elevator at the right (D). Stop when you reach the gap with the sensor bomb on the opposite ledge (J). Dismount, jump in the tube, and defuse the bomb. Walk right to (K), hide behind the rock, and roll under the mine when it circles the screen on its high arc. Jump in the tube in the next room (L), which shoots you to (N). When you land, get a rock, take the elevator down to (M), and throw the rock at the land mine to the left. Listen to the password, recite it to the Mudokon in the upper right (O), and get the Detonation Chant. Return to (K), destroy the mines, possess and dispose of the Sligs, and jump in the tube. You are taken back to the Elum (J). Ride him to the exit (P).

This lethal
weapon just
slipped
through
customs.

Get off the jet with a fighting style as dangerous
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With an all new fighting style, this game features

ten of the fiercest warriors from
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out in a tournament to the
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incredible power struggle
you'll ever witness.
Accept the challenge
of *Dragon Ball GT:
The Final Bout*.
One question...
How'd this guy
get through
customs,
anyway?

DRAGON BALL GT™

FINAL BOUT

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**ACTION.
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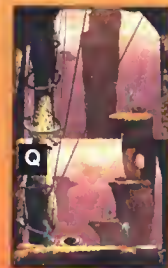


Area #4

Start at (A). Jump down to (B), pull the lever, climb back up, mount the Elum, and run to the right. When you reach (C), dismount and climb to the room above (D). Possess the Slig and kill his buddy in (E). At the sleeping Slig below (F), pull the lever and enjoy. As Abe, ride the Elum to (G), dismount, and tiptoe to the right, past the sleeping Slig (H). In the next room (I), jump the land mines, and duck to avoid the floating one. Get the Detonation Chant from the Mudokon (J), return to the left (I), and destroy the mines. Pull the lever (J) and jump in the tube that takes you to the background in (H). Possess the sleeping Slig and kill his buddy to the right (K). Ride the Elum to (L), dismount, and jump in the tube (M). You land in a room with a moving mine (Q). Dodge the mine, repeat the chimes to the Mudokon in

the background, and jump in the tube after the

Mudokon pulls the lever. In the background at (M), go to the right (N), get the Detonation Chant, destroy the mines, go right, and jump in the tube (O). You are now in the foreground. In the room to the right (P), stay to the far-left side, turn your back to the Slog, chant to open the portal, and run to the left when the Slog chases you. Jump in the tube (O), which spits you to the right and behind the pursuing Slog. Run to the right and jump in the portal (P).



Scrabanian Temple

Room #1

Before the nine rooms in the temple, you must make it through a short horizontal stretch. The Sligs in the background can pick you off, so jump and roll while running so they can't target you. From the entrance (A), go right and use the rocks in the next two rooms, (B) and (C), for cover. When you reach the mine (D), stop, crouch, and quickly defuse it. Run and jump over the three mines. The last mine (E) is by the exit. If you want a challenge, roll to the left at the start of the stage into a secret room (F).



Scrabs

Scrabanian is populated by Scrabs—fast-moving killers. However, if two Scrabs share the same screen, they'll fight it out until only one is left standing.



Temple Rooms



Each number on the map at right corresponds to one of the rooms in the Scrabanian Temple.

"SAY HELLO TO MY LITTLE FRIENDS"



AEROFIGHTERS™ ASSAULT

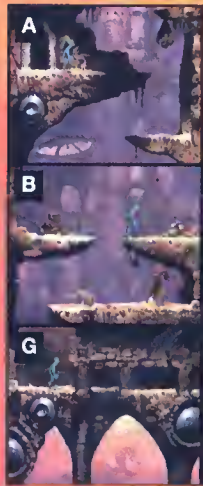
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Room #2

Wait for the Scrab to walk to the far right (A), hop down, pull the lever to the left, and jump back to the ledge where you entered the room. When the Scrab moves to the far left, jump down and hop in the tube to the right. Jump in the tube on the tall left ledge. In the next room (B), jump in the tube to the right and listen to the chime. Wait for the Scrab to walk under you, then run off the ledge and to the left. Run and jump to the left ledge in the next room (C), and wait for the Scrab to leave. Walk off the ledge and jump in the tube. Climb to the room above (D), pull the lever, and climb back down. Wait for the Scrab to walk to the far left (C), pull the lever, and run to the right. Jump in the first tube in the next room (B). Pull the lever to light the torch (A), and climb to the room below. Wait for the Scrab to walk under you (B), run to the left, and jump in the tube (C). After you land (D), climb to the room above (E), chant, and you're out.

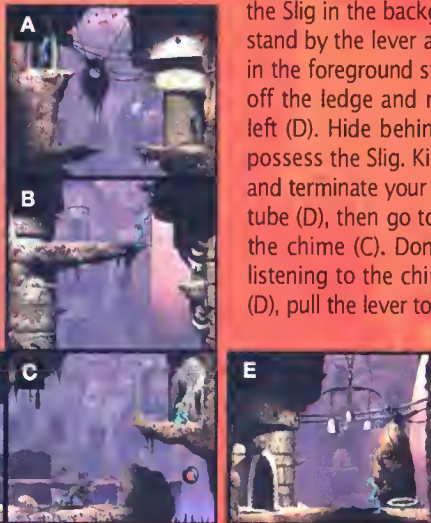


Room #3

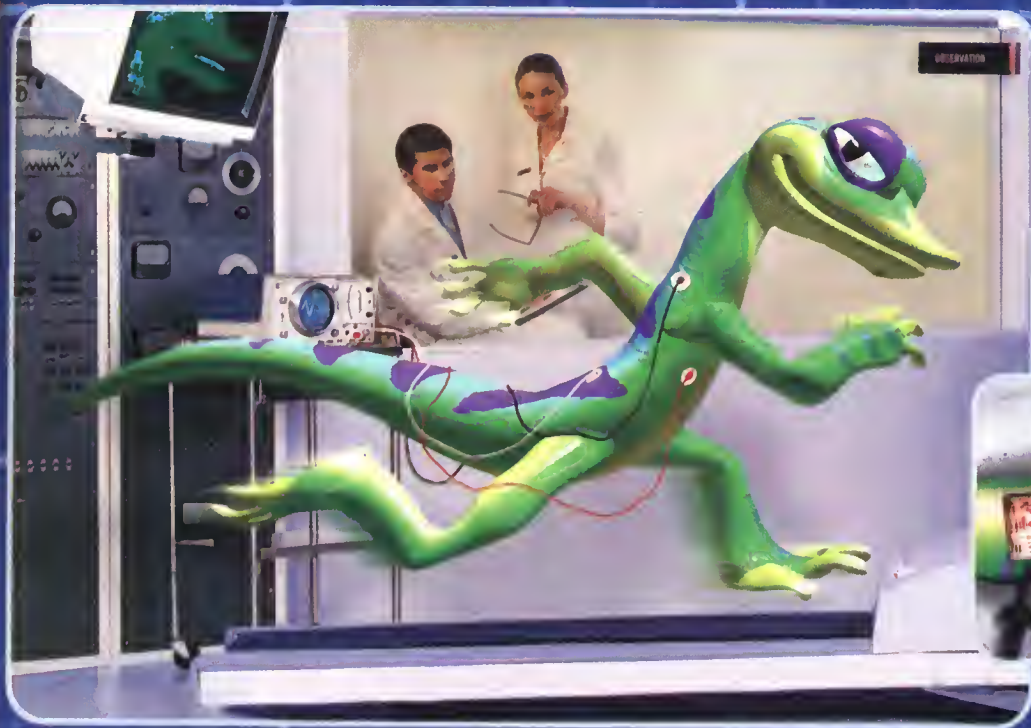
Run and jump off the ledge to the right to free a rock from the pouch (A). Grab the rock, climb down (B), and walk to the right. Stand on the right ledge (C), wait for the Scrab to move to the left, drop down, and roll under the ledge to the right. Pull the lever to light the flame. Go right (D), then down. Crouch and throw the rock to detonate the mine (E). Roll under the ledge and listen to the chime. Walk left (F) to the room at the far lower left (G), and climb up. Wait for the Scrab to walk to the far right (B) and climb on the first ledge above you. Go to the far-right top room (D), chant, and exit the room.

Room #4

Avoid the mine (A), climb through (B) to the bottom (C), and don't move. Why? The Slig in the background will shoot you if he sees you, so use the wall behind you for cover. When the Slig in the background walks to the left, stand by the lever and pull it when the Slig in the foreground stands on the "X." Tiptoe off the ledge and run to the room to the left (D). Hide behind the rock, chant, and possess the Slig. Kill the Slig to the right (C) and terminate your Slig. As Abe, jump in the tube (D), then go to the right and listen to the chime (C). Don't pull the lever before listening to the chime. Go back to the left (D), pull the lever to light the flame, and run to the right. Why? A Slog will be hot on your heels. Run to the tube (C) and jump in. You'll land at the exit (E).



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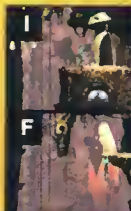
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Room #5

Listen to the chime (B) in the room to the left of the entrance (A). Run through the room to the right (C) to avoid the bats. Walk into the far bottom-right room (E), then quickly backtrack to the ledge (D). Wait for the lurking Scrab to stand under you (D), walk (don't run) off the ledge to the right, and run to the right when you land. Jump on the ledge and into the tube (E). After you land (F), walk to the right. Wait for the



Scrab to walk to the right side of the screen (H), pull the lever to light the torch, and run to the left. Roll and stop right at the edge of the ledge (G)

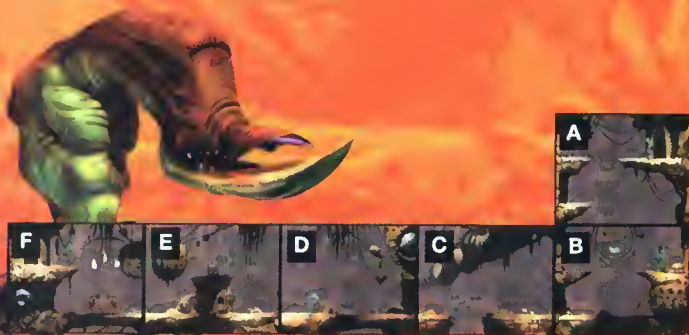


so the pursuing Scrab can't get you. Go left and roll to the bottom room (E). Wait for the Scrab to walk under

you, then jump off to the left, and take the elevator to the exit (I).

Room #6

From the entrance (A), climb to the room below (B), and wait for the Scrab to leave. Run to the ledge to the right, and pull the lever to light the flame. Wait until the Scrab walks under you, and run to the left (through C and D). Jump to the ledge (E), listen to the chime, and wait for the Scrab to go into the room to the right. Run into the room to the left (F) and keep running. A Scrab's waiting in the left corner, so quickly jump to the ledge above it, chant, and you're odda there.



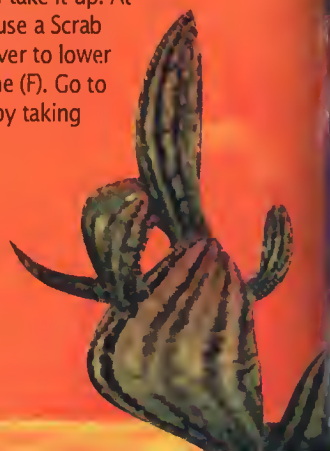
Room #7

From the entrance (A), walk to the right (through B). When you reach the room with the Scrab (C), run back to the entrance and jump into the tube (A). The tube shoots you to the right of the pursuing Scrab. When you land, run to the right, and jump to the ledge (D). Take the elevator down (through E) to the bottom (F). Go to the right (G) and quickly backtrack because a Scrab's waiting in the room. Jump up on the ledge (F), wait for the Scrab to walk on the elevator, and pull the lever. Go right and pull the switch (G). Jump in the tube on the ledge (F), which takes you to the elevator (D). Let the Scrabs fight it out and jump in the tube next to you. Listen to the chime (C) and walk to the left. Pull the lever (B) to light the flame. Take the elevator to the exit (G), chant, and you're out.



Room #8

From the entrance (A), run to the right (through B) and jump on the platform with the lever (C). Pull the lever to light the torch—it activates the elevator below. While the two Scrabs fight, run to the left and jump up on the ledge with the elevator (A) and take it up. At the top (E), roll into the room to the left (F), then back to the right because a Scrab will enter the room. Roll under the ledge to the right (E), and pull the lever to lower the Scrab down to the room below. Go to the left and listen to the chime (F). Go to the exit (D), chant, and you're out. You can also find a secret room (C) by taking the elevator down in the room with the chime (F).



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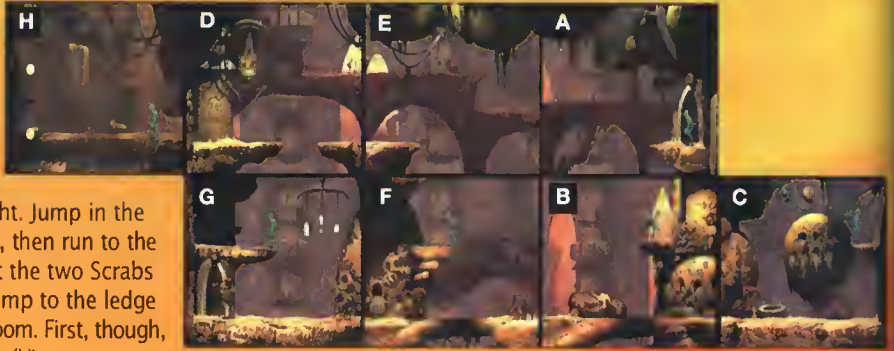


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Room #9

Climb down to the room below the entrance (A). Wait for the Scrab to move to the left side of the screen (B), then run into the room to the right (C), and jump to the ledge with the lever. Let the two Scrabs fight it out, pull the lever, and jump into the tube when the coast is clear. Pull the lever (D) to light the torch and go to the right. Listen to the chime (E) and walk to the right. Jump in the tube (A). Wait for the Scrab to walk under you (C), then run to the left. Jump onto the ledge (F) above the Scrab. Let the two Scrabs fight, then go to the room to the left. Run and jump to the ledge (G), chant, wait for the Scrab to leave, and exit the room. First, though, roll to the left in the room (D) to find a secret room (H).



Room #10: Scrabonian Nest

From the entrance (A), run to the right. When you enter the next room (B), a Scrab gives chase. Run through the next room (C), jump the gap, and jump to the ledge in the corner of the far-right bottom room (D). Climb to the room above (E), and immediately jump up to the elevator before the Scrab on the upper-left ledge attacks. Take the elevator up. A Scrab's waiting on the left ledge in the room above (F), so when the elevator's level with the ground, run to the right and jump on the elevator in the next room (G). Take the elevator to the room above (H) and immediately run to the right. In the next room (I), jump to the platform in the middle of the screen, climb up, and keep moving to the right. Do a running roll before entering the next room. Roll under the low ledge (J) and run to the next room to the right. Jump to the ledge to the right (K). Wait for the Scrab to walk under you and run off the ledge to the platform with the lever to the left. Pull the lever. The Scrab should fall through the trap door or be crushed. Carefully climb down from the ledge,

and use running jumps until you reach the lever at the right. Pull the lever, face left, and jump to the temple doorway. Now battle the Scrab Nest God...just kidding! Enter the Temple, chant, and run through the portal.



You've done it!



Abe's Turn

Abe has completed his tests, so now it's time for a little payback! Back to the Stockyard and, finally, RaptureFarms! Good luck!

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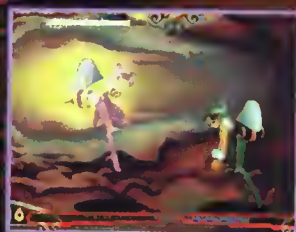
Darkstalkers Return!

Darkstalkers are haunting arcades a third time! In this ProStrategy Guide, we show all the special and super moves!

By Major Mike
(Special thanks to Johnny Ballgame)

Q-BEE (Insect)

Dark Power



Tap (JP SK) or (SP FK) or (FP RK)

SUPER MOVES



Motion → ↓ ↘ and simultaneously press any two Punch buttons



Motion ← ↓ ↘ → and simultaneously press any two Kick buttons

Vampire Basics

Taunts



To taunt an opponent, press Start at any time during the fight.

Hit 'Em When They're Down



When an opponent is knocked down, quickly tap (↑ K) to hit them while they're on the ground.

Dark Power



A character's Dark Power can be unleashed only when the Super Bar is at Level One or higher.

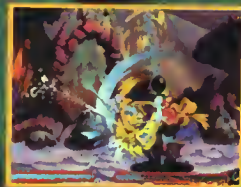
Dash and Retreat



Tap →, → to dash toward an opponent, or tap ←, ← to retreat.

Note: Some characters can dash past an opponent to get behind them.

Guard Cancel



While blocking an opponent's attack, perform a Guard Cancel to immediately be in an offensive position.

Super Move



A super move can be performed only when the Super Bar is at Level One or higher. The regular special moves are also enhanced when the Super Bar is at Level One or higher.

The Controls



JP SP FP
SK FK RK

FP = Fierce Punch
JP = Jab Punch
SP = Strong Punch
K = Any Kick button
FK = Forward Kick
RK = Roundhouse Kick
SK = Short Kick
P = Any Punch button

Charge = Hold the direction indicated for the number of seconds indicated.

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the directions indicated in sequence.

() = Execute commands in parentheses simultaneously.

Note: All instructions assume that your character is facing to the right. If they're facing to the left, reverse any → and ← commands.

Special Moves

C-R



Motion ← ↓ ↘ → P

Note: This move can also be done in the air.

Guard Cancel

Motion → ↓ ↘ K

Stinger Spear

When in close, motion → ↘ ↓ ← SP or FP

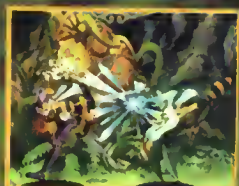
Δ A



Motion ↓ ↘ ← K

Note: This move can also be done in the air.

SXP



Tap K rapidly

Dark Power

Demon Flight



Tap (JP SK) or (SP FK) or (FP RK)

SUPER MOVES

Signed in Blood



Motion ← ↙ ↓ ↘ → and simultaneously press any two Kick buttons

Note: Tap K when the ooze is under an opponent.

Submerged Blows



Tap ↓, ↓ and simultaneously press any two Punch buttons

JEDAH (Vampire Savior)



Special Moves

Hell Dive



During a jump, motion → ↘ ↓ ↙ ← K

Spinning Blade



Motion ↓ ↘ → P

Note: This move can also be done in the air.

Guard Cancel

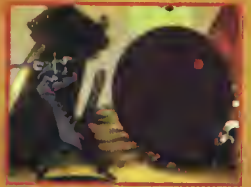
Motion → ↓ ↘

Life Suck



When in close, motion → ↘ ↓ ↙ ← RK

Bubble & Blade



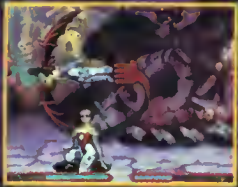
Motion ↓ ↙ ← P

Rolling Blade



While hovering during the Hell Dive, tap P

Bye-Bye



Motion → ↘ ↓ ↙ ← P

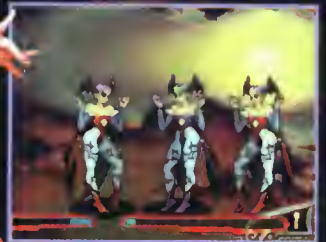
Special Moves

LILITH (Young Succubus)



Dark Power

Double Vision



Tap (JP SK) or (SP FK) or (FP RK)

SUPER MOVES

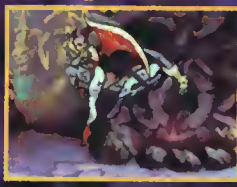
Soul Flash



Motion ↓ ↘ → P

Note: This move can also be done in the air.

Shining Blade



Motion → ↓ ↘ P

Note: This move can also be used as a Guard Cancel.

Spinning Wing



Motion ↓ ↙ ← K

Super Jump



Tap ↓, ↑

Lovely Ascension



Motion → ↓ ↘ and simultaneously press any two Kick buttons

Astral Illusion



Tap WP, WP, →, SK, FP

Showtime!



Motion ← ↙ ↓ ↘ → (SK FK RK)

Note: Your Super Bar must be at Level Two or higher.

Dark Power

Rocket Fury



Tap (JP SK) or (SP FK) or (FP RK)

SUPER MOVES

Firing Squad



Motion ← ↓ ↓ ↘ → and simultaneously press any two Punch buttons

Bedtime Story



Motion ← ↓ ↓ ↘ → and simultaneously press any two Kick buttons

Deadly Apple



Motion → ↓ ↓ ↙ ← and simultaneously press any two Kick buttons

BABY BONNIE HOOD (Bounty Hunter)



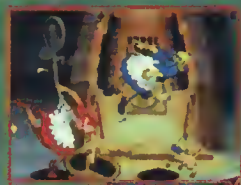
Special Moves

Bazooka Blast



Charge ← two seconds, tap →, P or K

Basket Smash



Motion ↓ ↙ ← P

Note: The longer you hold the Punch button, the bigger the basket.

Guard Cancel

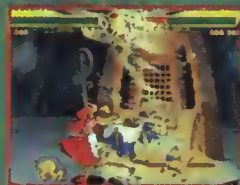
Motion → ↓ ↘ K

Ground-to-Air Blast



Charge ↓ two seconds, tap ↑, P

Spinning Whirlwind



When in close, motion → ↓ ↓ ↙ ← SP or FP

Flaming Champagne



Motion → ↓ ↘ P

Grand Wrap



Motion ↓ ↘ → P

Long Snake



Tap ←, (→ P)

Pharaoh's Curse



During a jump, motion ↓ ↘ → P

The Void



When an opponent throws a projectile, motion ↓ ↙ ← K

Sarcophagus Slam



Tap ↓, ↓, P or K

Retribution



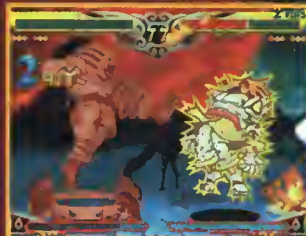
After performing the Void, motion ↓ ↘ → K

Special Moves

ANAKARIS (Mummy)

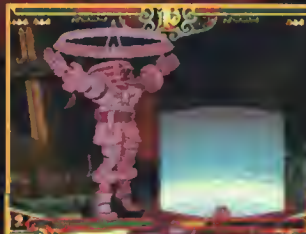
SUPER MOVES

Pharaoh Magic



Tap FK, JP, ↓, SK, SP

Hell Hole



Motion ← ↙ ↓ ↘ → and simultaneously press any two Kick buttons



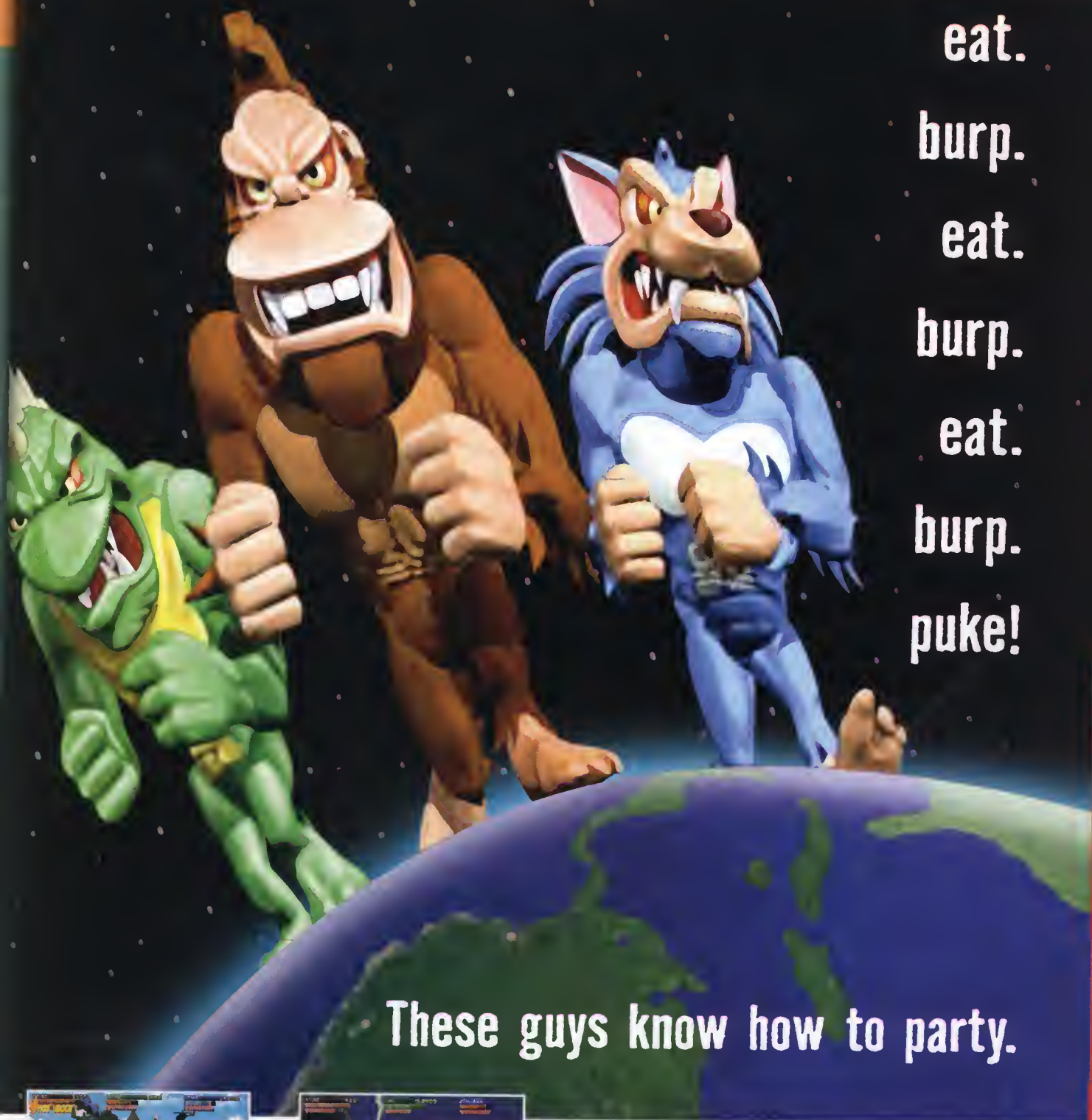
Dark Power

Pharaoh Spirit



Tap (JP SK) or (SP FK) or (FP RK)

eat.
burp.
eat.
burp.
eat.
burp.
puke!



These guys know how to party.



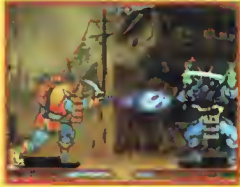
RAMPAGE™ WORLD TOUR



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Special Moves

The Impaler



Motion ← ↵ ↓ ↵ → P

The Retriever



When the Impaler connects, tap (← P)

The Divider



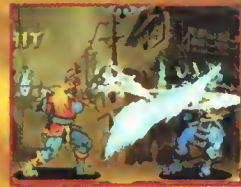
When the Retriever connects, motion ↓ ↵ → P

Upper Slash



When the Retriever connects or when immediately landing from a jump, motion → ↓ ↵ P

Spirit Strike



Charge ← one second, tap →, P or K

Note: This move can also be used as a Guard Cancel.

BISHAMON (Samurai)

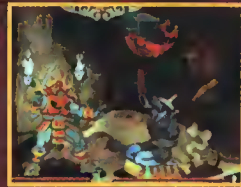
SUPER MOVES

Bushido Crush



Motion → ↵ ↓ ↵ ← and simultaneously press any two Punch buttons

Bed of Nails



Motion ← ↵ ↓ ↵ → and simultaneously press any two Kick buttons

Dark Power

Samurai Spirit



Tap (JP SK) or (SP FK) or (FP RK)

Dark Power

Fiery Bats



Tap (JP SK) or (SP FK) or (FP RK)

SUPER MOVES

Midnight Fury



Motion ↓ → ↵, and simultaneously press any two Punch buttons

Bat Shred

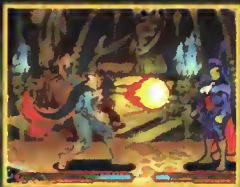


Motion ↓ → ↵, and simultaneously press any two Kick buttons

DEMITRI (Vampire)



Hellfire



Motion ↓ ↵ → P

Note: This move can also be done in the air.

Spinning Uppercut



Motion → ↓ ↵ P

Note: This move can also be used as a Guard Cancel.

Fallen Angel

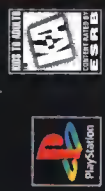


Motion ↓ ↵ ← K

Note: This move can also be done in the air.

Special Moves

YOU'RE NEXT.



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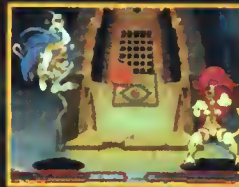
EPIC SPACE CONFLICT

Fake Scratch



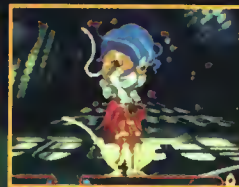
When in close, press Start

Cat Ball



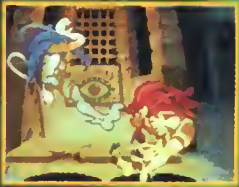
Motion → ↓ ↘ P

Head Rest



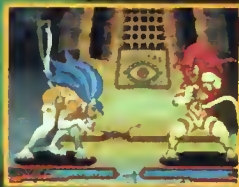
Press and hold ↓ when jumping over an opponent

Lunge Kick



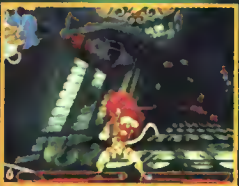
Motion → ↓ ↘ K

Felbe Distemper



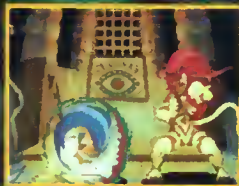
Tap ↓, ↓, K

Wall Grab



Jump toward the edge of the screen, and whichever way you jump, press and hold the joystick in that direction.

Rolling Slash



Motion ↓ ↘ → P
Note: Tap any Punch button during the move to do an uppercut.

Scratching Post



When in close, motion → ↘ ↓ ↙ ← FK or RK

FELICIA (Catwoman)

Special Moves



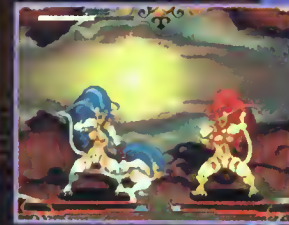
es



Special Moves

Dark Power

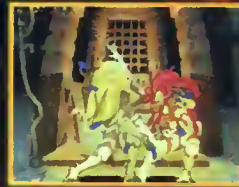
Cat Helper



Tap (JP SK) or (SP FK) or (FP RK)

SUPER MOVES

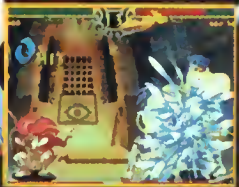
Rolling Fury



Motion ↓ ↘ → and simultaneously press any two Punch buttons

Note: Tap any Punch button during the move to unleash the lury.

Cat Pack Attack



Motion ← ↙ ↓ ↘ → and simultaneously press any two Kick buttons

SUPER MOVES

Big Bomb



Motion ← ↙ ↓ ↘ → and simultaneously press any two Punch buttons

Ground Blade



Motion ← ↙ ↓ ↘ → and simultaneously press any two Kick buttons

Rain of Pain



Tap SK, RK, SP, SP, ↑



Dark Power

Referee



Tap (JP SK) or (SP FK) or (FP RK)

Hsien-Ko (Ghost)

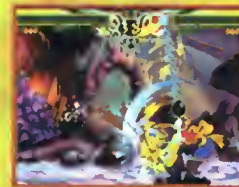
Special Moves

Air Walk



During a jump, tap →, → or ←, ←

Cyclone Blade Dance



Motion → ↓ ↘ P

Note: This move can also be done in the air and can be used as a Guard Cancel; tap any Kick button to cancel.

Phantom Reverb



Motion ↓ ↙ ← P

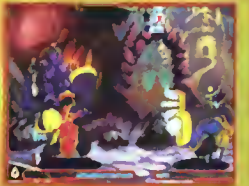
Note: This move can be done in the air and can also be used as a Guard Cancel.

Spectral Slicer



When in close, motion → ↓ ↙ ← P

Dark Artillery



Motion ↓ ↘ → P

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Dark Power

Wolf Pack



Tap (JP SK) or (SP FK) or (FP RK)



Jon Talbain (Werewolf)

SUPER MOVES

Brutal Slash



Tap SP, JP, →, SK, FK

Beast Cannon



Motion → ↘ ↓ ↙ ← and simultaneously press any two Kick buttons

Special Moves

Roll Throw



When in close, motion → ↘ ↓ ↙ ← FK or RK

Luna's Hammer



Motion ↓ ↘ → P
Note: This move can also be done in the air.

Diagonal Luna's Hammer



Motion → ↓ ↘ P
Note: This move can also be used as a Guard Cancel.

Nunchau Flail



Motion ↓ ↙ ← P

Blaze Kick



Tap ↓, (↑ K)

LORD RAPTOR (Zombie)

SUPER MOVES

Death Voltage



Motion → ↘ ↓ ↙ ← and simultaneously press any two Kick buttons

Hell Dunk



Motion → ↓ ↘ and simultaneously press any two Punch buttons

Dark Power

Power Saw



Tap (JP SK) or (SP FK) or (FP RK)



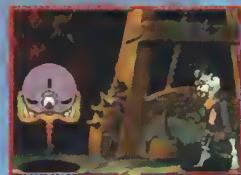
Special Moves

Air Walk



During a jump, tap →, → or ←, ←

Teleport



Motion ← ↙ ↓ ↘ → K

Stinger



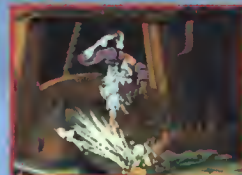
During a jump, tap (↓ K)

Helicopter



Motion ↓ ↙ ← K

Coffin Maker



When in close, motion → ↘ ↓ ↙ ← P

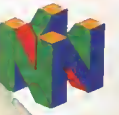
Death Dance



Tap ↓, (↑ K)

Guard Cancel
Motion → ↓ ↘ K

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MORRIGAN (Succubus)

Shadow Blade



Motion → ↓ ↘ P

Note: This move can also be used as a Guard Cancel.

Fire Bat



Motion ↓ ↘ → P

Note: This move can also be done in the air.

Jet



Tap ↓, ↑

Hell Ride

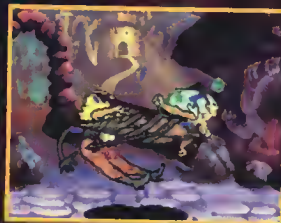


When in close, motion → ↓ ↘ ← SP or FP

Special Moves

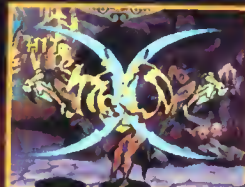
SUPER MOVES

The Drill



Motion → ↘ ↓ ↘ ← and simultaneously press any two Kick buttons

Doppelganger



Tap JP, JP, →, SK, FP

Barrage



Tap SP, JP, ←, SK, FK



Dark Power

Astral Vision



Tap (JP SK) or (SP FK) or (FP RK)



Dark Power

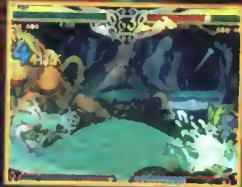
The Wave



Tap (JP SK) or (SP FK) or (FP RK)

SUPER MOVES

Sea Rage



Motion ← ↘ ↓ ↘ → and simultaneously press any two Punch buttons

The Geysir



Motion → ↘ ↓ and simultaneously press any two Kick or punch buttons

Water Jail



Motion → ↓ ↘ and simultaneously press any two Punch buttons

Special Moves

RIKUO (Merman)

Guard Cancel
Motion → ↓ ↘ K

Crystal Lancer



When in close, motion → ↘ ↓ ↘ ← SP or FP

Frenzy



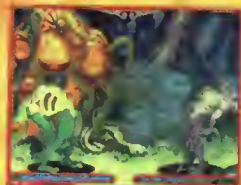
When in close, motion → ↘ ↓ ↘ ← FK or RK

Sonic



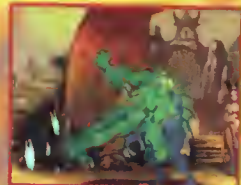
Charge ← two seconds, tap →, P

Swamp Gas



Charge ← two seconds, tap →, K

Jumping Drill



Tap ←, (← K)

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CAPCOM



MEGAMAN X4

Big Swing



When in close, motion
← ↓ ↓ ↘ → ↗ FK or RK

Big Brunch



When in close, motion
→ ↘ ↓ ↓ ← SP or FP

Ice Fortress



Tap ↓, ↓, P

Frost Blast



Motion ↓ ↘ → P

Wind-Up Punch



Motion → ↓ ↘ P

Vortex Kick



Motion → ↓ ↘ K
Note: This move can also be used as a Guard Cancel.

Special Moves Special Moves Special Moves Special Moves

SASQUATCH (Bigfoot)



Dark Power

Exploding Snowmen



Tap (JP SK) or (SP FK) or (FP RK)

SUPER MOVES

White Out



Motion ← ↓ ↓ ↘ → and simultaneously press any two Punch buttons

Ground Ice



Motion ← ↓ ↓ ↘ → and simultaneously press any two Kick buttons

SUPER MOVE

Thunder Strike



Charge ↓ two seconds, tap ↑, and simultaneously press any two Kick buttons

Dark Power

Dr. Assistance



Tap (JP SK) or (SP FK) or (FP RK)

VICTOR VON GERDENHEIM (Frankenstein)

Special Moves Special Moves Special Moves Special Moves

Ground Pound



When grabbing an opponent, tap ↓, (↑ P)

Shocking Throw



When in close, motion ↓ ↘ → K

Rush Head-Bull



Charge ← two seconds, tap (→ P)

Whirlwind Punch



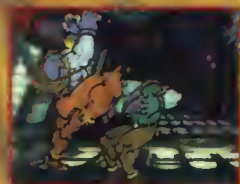
Motion ↓ ↓ ← P

Thunder Punch



Charge ↓ two seconds, tap (↑ P)

Rising Kick



Motion → ↓ ↘ K
Note: This move can also be used as a Guard Cancel.

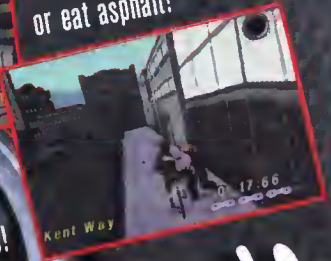
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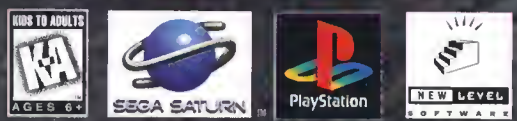
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Big Swing



When in close, motion
← ↓ ↘ → ↗ FK or RK

Big Brunch



When in close, motion
→ ↘ ↓ ↙ ← SP or FP

Ice Fortress



Tap ↓, ↓, P

Frost Blast



Motion ↓ ↘ → P

Wind-Up Punch



Motion → ↓ ↘ P

Vortex Kick



Motion → ↓ ↘ K

Note: This move can also be used as a Guard Cancel.

Special Moves
Special Moves
Special Moves

SASQUATCH
(Bigfoot)



Dark Power

Exploding Snowmen



Tap (JP SK) or (SP FK) or (FP RK)

SUPER MOVES

White Out



Motion ← ↓ ↘ → and simultaneously press any two Punch buttons

Ground Ice



Motion ← ↓ ↘ → and simultaneously press any two Kick buttons

SUPER MOVE

Thunder Strike



Charge ↓ two seconds, tap ↑, and simultaneously press any two Kick buttons

Dark Power

Dr. Assistance



Tap (JP SK) or (SP FK) or (FP RK)



VICTOR VON GERDENHEIM
(Frankenstein)

Special Moves
Special Moves
Special Moves

Ground Pound



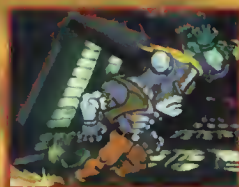
When grabbing an opponent, tap ↓, (↑ P)

Shocking Throw



When in close, motion ↓ ↘ → K

Rush Head-Butt



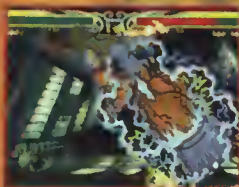
Charge ← two seconds, tap (→ P)

Whirlwind Punch



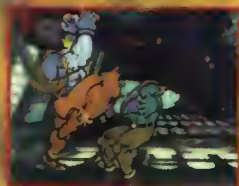
Motion ↓ ↙ ← P

Thunder Punch



Charge ↓ two seconds, tap (↑ P)

Rising Kick



Motion → ↓ ↘ K

Note: This move can also be used as a Guard Cancel.

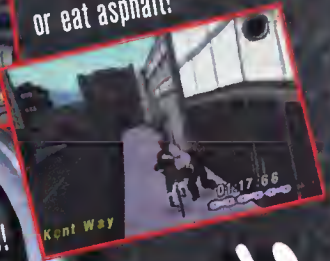
better shred than dead!



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THE FIGHTER'S EDGE

GAME-WINNING COMBOS AND STRATEGIES

In this first installment of a two-part guide, we show you the basic skills, special moves, super moves, and combos you need to become an expert player at Street Fighter EX Plus. Look for "The Fighter's Edge" next month for the rest of the fighters' moves and combos.

By Bruised Lee

(Special thanks to Allen for taking hours of honorable beatings.)



Changing the Rules...Again

Forget about Alpha or Alpha 2, and think Super Street Fighter II Turbo. With EX Plus, Capcom's gone back to its roots for both gameplay and combos. Air blocking, counter throws, Alpha counters, and custom combos are now just a memory. EX gameplay consists of two-in-one combos and super moves that are chained together for high-hitting combos.

3D or not 3D

Visually, EX has the promise of being a true 3D fighter. But don't be fooled (and SF veterans, don't be scared): EX looks 3D, but it isn't. Fighters can't sidestep or change their playing axis during combos, so essentially EX is still a 2D-style fighting game.



Basic Skills

Learn these basic skills before you begin a fight. The following moves apply to every fighter.

Stun Moves

Hard-hitting combos that would normally dizzy an opponent have been removed. However, fighters can instantly stun an opponent by simultaneously tapping any Punch and Kick button. After a stun move, you can do your favorite combo.

Note: Your Super Bar must be at Level One to perform a stun move.



Tap (JP SK)

Super Moves

As in Alpha 2, each fighter has a Super Bar with three levels that can be carried over from round to round. You can increase your Super Bar by hitting an opponent, getting hit, and performing special moves. When the Super Bar reaches a level or maxes out, you can either perform a super move individually (depleting some of the bar) or chain moves together into a combo.

Note: Not all fighters can chain their super moves.

Chain Super Moves into Combos

Here's an example of how a super move is chained into a combo.



Motion ↓ ↘ → ↓ ↘ → K for five hits



Motion ↓ ↘ → ↓ ↘ → P for five hits

STREET FIGHTER plus α



Starting Two-in-One Combos

Street Fighter was the first fighting game to use two-in-one combos. To perform a two-in-one combo, start a move with your character, then immediately begin the second move. If you time it correctly you can execute both moves and, if your opponent doesn't block the first move, the second move will also connect.

Note: Not all fighters' regular and special moves can be chained together into a two-in-one.

Example of a Basic Two-in-One Combo



Hold ↓, tap FK. When your character starts a move, immediately two-in-one into the second move (see Fireball move below).

Start with an Air Attack

You start most combos on the following pages by jumping in deep with a move. This is a good way to get in close to an opponent and land an extra hit.

Cross-Up Attack

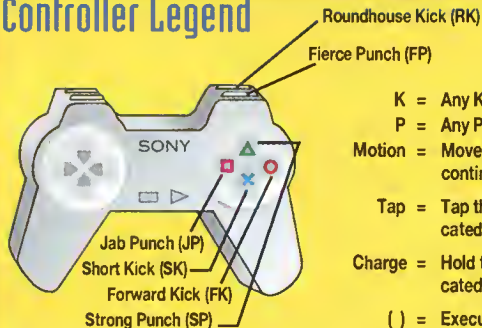
To perform a cross-up attack, jump in with a move toward the opposite side of your opponent. Cross-up attacks are an excellent way to start a combo because they often confuse a blocking opponent.

Note: Not all the characters have cross-up attacks.



Motion ↘ → FP. Normally, to perform a Fireball, you would have to motion ↓ ↘ →. But since you were holding ↓ from the previous move, you only have to motion ↘ → FP to get off the two-in-one combo.

Controller Legend



- K = Any Kick button
- P = Any Punch button
- Motion = Move the joystick in one smooth, continuous motion.
- Tap = Tap the buttons and directions indicated in sequence.
- Charge = Hold the direction or button indicated for the time indicated.
- () = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.

Ken



Special Moves

Fireball



Motion ↓ ↘ → P

Dragon Punch



Motion → ↓ ↘ P

Rising Spin Kick



Motion ↓ ↙ ← K

Note: This move can be repeated for up to four hits.

Ground Roll



Motion ↓ ↙ ← P

Air Grab



While in the air with an opponent, tap (→ SP) or (← SP)

Shoulder Grab



When in close, tap (→ SP) or (← SP)

Roll Grab



When in close, tap (→ FK) or (← FK)

Super Moves

Rising Dragon Wave



Motion ↓ ↘ → ↓ ↘ → P

Vertical Dragon Wave



Motion ↓ ↘ → ↓ ↘ → K



Killer Combos

Three-Hit Cross-Up Combo

Cross-up, tap FK, (↓ SP), two-in-one, motion ↘ → SP

Three-Hit Fireball Combo

Jump in deep, tap SP, (↓ FK), two-in-one, motion ↘ → SP

Three-Hit Dragon-Punch Combo

Jump in deep, tap SK, (↓ FK), two-in-one, motion → ↓ ↘ SP

Five-Hit Flaming Dragon-Punch Combo

Jump in deep, tap FP, (↓ SK), two-in-one, motion → ↓ ↘ FP for three hits

Five-Hit Rising Spin-Kick Combo

Tap (↓ FK), two-in-one, motion ↙ ← SK, motion ↓ ↙ ← SK three times

Seven-Hit Super Combo

Note: Your Super Bar must be at Level One. Tap (↓ SP), motion ↘ → SP, two-in-one, motion ↓ ↘ → ↓ ↘ → SP for five hits

Eight-Hit Stun Combo

Note: Your Super Bar must be at Level One. When in close, tap (JP SK), jump in deep, tap SP, (↓ FK), two-in-one, motion ↘ → ↓ ↘ → SP for five hits

Ten-Hit Twin Super Combo

Note: Your Super Bar must be at Level Two. Jump in deep, tap FP, (↓ SP), two-in-one, motion ↘ → SP, two-in-one, motion ↓ ↘ → ↓ ↘ → SP for four hits, motion ↓ ↘ → ↓ ↘ → FK for three hits



Ryu

Special Moves

Fireball



Motion ↓ ↘ → P

Dragon Punch



Motion → ↓ ↘ P

Spin Kick



Tap (→ FK)

Rising Spin Kick



Motion ↓ ↙ ← K

Note: This move can be repeated for up to four hits.

Shoulder Throw



While in close, tap (→ SP) or (← SP)

Flip Grab



While in close, tap (→ FK) or (← FK)

Super Moves

Vacuum Fireball



Motion ↓ ↘ → ↓ ↘ → P

Vacuum Hurricane Kick



Motion ↓ ↙ ← ↓ ↙ ← K

Killer Combos

Three-Hit Fireball Combo

Jump in deep, tap FK, (↓ FP), two-in-one, motion ↘ → FP

Three-Hit Uppercut Combo

Jump in deep, tap FK, (↓ JP), two-in-one, motion → ↓ ↘ JP

(continued next page)

Name: Mia
Age: 19
Height: 5' 7"
Measurements: 36-24-36
Occupation: Rave DJ
Fighting Technique: Pi-Kua Kung Fu
Home Turf: The Streets

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Killer Combos

(continued)

Six-Hit Rising Spin-Kick Combo

Jump in deep, tap SP. While still in the air, tap SP, (↓ FK), two-in-one, motion ↙ ← FK, two-in-one, motion ↓ ↙ ← RK two times

Eight-Hit Cross-Up Combo

Note: Your Super Bar must be at Level One.

Cross-up, tap FK, (↓ SP), two-in-one, motion ↘ → SP, motion ↓ ↘ → ↓ ↘ → SP for five hits

Fifteen-Hit Stun Combo

Note: Your Super Bar must be at Level Two.

When in close, tap (JP SK). Jump in deep, tap SP. While your opponent is still in the air, tap SP, (↓ FK), two-in-one, motion ↙ ← FK, motion ↓ ↙ ← RK two times, motion ↓ ↙ ← ↓ ↙ ← RK for eight hits

Sixteen-Hit Twin Super Combo

Note: Your Super Bar must be at Level Two.

Jump in deep, tap FP, (↓ SP), two-in-one, motion ↘ → SP, motion ↓ ↘ → ↓ ↘ → SP for five hits, motion ↓ ↙ ← ↓ ↙ ← FK for eight hits



Chun-Li

Special Moves

Heel Kick



While in the air, hold ↓, tap FK

Spinning Bird Kick



Motion ↓ ↘ → K

Flip Kick



Motion ↓ ↙ ← K

Air Grab



While in the air with an opponent, tap (→ SP) or (← SP)

Punch Combo



When in close, tap (→ SP) or (← SP)

Lightning Kick



Tap K repeatedly

Super Moves

Power Storm



Motion ↓ ↘ → ↓ ↘ → P

Thousand-Burst Kick



Motion ↓ ↘ ↘ ↓ ↘ → K

Killer Combos

Three-Hit Short-Kick Combo

Jump in deep, tap FP, (↓ FK), (↓ SK)

Six-Hit Kick Fury Combo

Jump in deep, tap FP, (↓ SK), then tap K repeatedly for four hits

Seven-Hit Power Storm Combo

Note: Your Super Bar must be at Level One.

Jump in deep, tap FP, (↓ FK), two-in-one, motion ↘ → ↓ ↘ → SP for five hits

Eight-Hit Stun Combo

Note: Your Super Bar must be at Level Two.

When in close, tap (JP SK). Jump in deep, tap FP, SP, two-in-one, motion ↓ ↘ → ↓ ↘ → SP for five hits

Sixteen-Hit Twin Super Combo

Note: Your Super Bar must be at Level Two.

Jump in deep, tap FP, (↓ FK), two-in-one, motion ↘ → ↓ ↘ → FK for nine hits, motion ↓ ↘ → ↓ ↘ → SP for five hits

Seventeen-Hit Triple Super Combo

Note: Your Super Bar must be at Level Three.

Jump in deep, tap FP, SP, two-in-one, motion ↓ ↘ → ↓ ↘ → SP for five hits, motion ↓ ↘ → ↓ ↘ → FK for five hits, motion ↓ ↘ → ↓ ↘ → SP for five hits

Zangief



Special Moves

High Spinning Lariat



Tap (JP SP FP)

Mid Spinning Lariat



Tap (SK FK RK)

Spinning Pile Driver

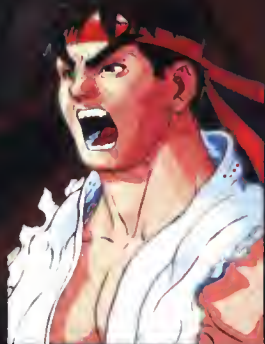


When in close, rotate the joypad 360 degrees starting from any direction, and then tap P

German Suplex



When in close, rotate the joypad 360 degrees starting from any direction, and then tap K



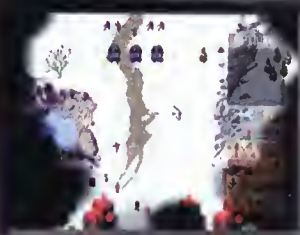
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Jaw Breaker



When in close, tap (→ SP) or (← SP)

Suplex



When in close, tap (→ FK) or (← FK)

Super Moves

Atomic Blaster



When in close, rotate the joypad 360 degrees twice starting from any direction, then tap P

Kick Fury



Motion ↓ ↘ → ↓ ↘ → K

Killer Combos

Two-Hit Takedown Combo

Jump in deep, tap (↓ FP), (↓ RK)

Three-Hit Cross-Up Combo

Cross-up, tap (↓ FP), (↓ JP), (↓ SK)

Three-Hit Dive Bomb Combo

Jump in deep, tap (↓ FP), (↓ SP), (↓ FK)

Three-Hit Lariat Combo

Jump in deep, tap (↓ FP), JP, (SK FK RK)

Four-Hit Stun Combo

Note: Your Super Bar must be at Level One.

When in close, tap (JP SK). Jump in deep, tap (↓ FP), JP, (SK FK RK)

Nine-Hit Cross-Up Super Kick Combo

Note: Your Super Bar must be at Level One.

Cross-up, tap (↓ FP), (↓ SP), (↓ SK), two-in-one, motion ↘ → ↓ ↘ → RK for six hits

Nine-Hit Super Kick-Fury Combo

Note: Your Super Bar must be at Level One.

Jump in deep, tap (↓ FP), (↓ SP), (↓ FK), two-in-one, motion ↘ → ↓ ↘ → RK for six hits

Guile



Special

Back Fist



Tap (→ FP)

Charging Roundhouse



Tap (→ SK)

Sonic Boom



Charge ← two seconds, tap (→ P)

Flash Kick



Charge ↓ two seconds, tap (↑ K)

Air Grab



While in the air with an opponent, tap (↓ SP)

Shoulder Grab



When in close, tap (→ SP) or (← SP)

Suplex Grab



When in close, tap (→ FK) or (← FK)

Super Moves

Sonic Blade



Charge ← two seconds, tap →, ←, (→ P)

Somersault Justice



Charge ↙ two seconds, tap ↘, ↙, (↗ K)

Killer Combos

Three-Hit Takedown Combo

Jump in deep, tap RK, (↓ RK) for two hits

Three-Hit Sonic-Boom Combo

Jump in deep, tap FK, hold ↙, tap SK, (→ SP)

Four-Hit Cross-Up Combo

Cross-up, tap FK, hold ↙, tap JP, JP, (↑ K)

Five-Hit Stun Combo

Note: Your Super Bar must be at Level One.

When in close, tap (JP SK). Jump in deep, hold ↙, tap FP, JP, JP, (→ SP)

Eleven-Hit Super Sonic-Blade Combo

Note: Your Super Bar must be at Level One.

Jump in deep, hold ↙, tap FP, JP, JP, (→ SP), then tap ←, →, ←, (→ SP) for seven hits

Fifteen-Hit Twin Super Combo

Note: Your Super Bar must be at Level Two.

Jump in deep, hold ↙, tap FP, JP, JP, (→ SP), tap ←, →, ←, (→ SP) for six hits, hold ↙, tap ↘, ↙, (↗ SK) for five hits



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Pullum Purna

Kick Grab



When in close, tap (→ SP) or (← SP)

Neck Grab



When in close, tap (→ FK) or (← FK)

Air Grab



While in the air, tap (→ SP) or (← SP)

Super Moves

Super Flip Kicks



Motion ↓ ↘ ↓ ↓ ↘ ↘ K

Super Rising Flip Kicks



Motion ↓ ↘ ↘ ↘ ↘ ↘ ↘ K



Special Moves

The Hopper



While in the air, tap (↓ SP)

Flip Kick



Motion → ↓ ↘ K

Drill Kick



Motion ↓ ↘ → K
Note: This move can be done in the air.

Back Spin Kick



Motion ↓ ↘ ← ← K

Killer Combos

Two-Hit Takedown Combo

Jump in deep, tap RK, (↓ RK)

Three-Hit Reeling-In Combo

Motion ↓ ↘ → P, tap (← P), (↓ SK), RK

Five-Hit Slicing Uppercut Combo

Jump in deep, tap SP, (↓ JP), two-in-one, motion → ↓ ↘ FP for three hits

Six-Hit Reeling, Burning & Slicing Combo

Note: Your Super Bar must be at Level One. Motion ↓ ↘ → P, tap (← P), motion ↓ ↘ → RK, motion ↓ ↘ → ↓ ↘ → FP

Eleven-Hit Stun Combo

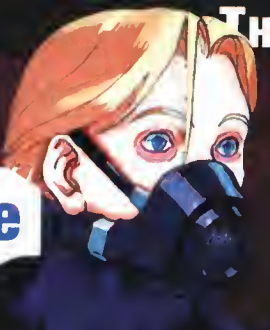
Note: Your Super Bar must be at Level One. When in close, tap (JP SK), walk in, motion ↓ ↘ → FK, motion ↓ ↘ → ↓ ↘ → FK for nine hits

Thirteen-Hit Twin Super Combo

Note: Your Super Bar must be at Level Two. Jump in deep, tap FP, (↓ SP), two-in-one, motion ↘ → ↓ ↘ → FK for five hits, motion ↓ ↘ → ↓ ↘ → SP for six hits

Twenty-Hit Triple Super Combo

Note: Your Super Bar must be at Level Three. Jump in deep, tap RK, (↓ JP), (↓ JP), two-in-one, motion ↘ → ↓ ↘ → SK for five hits, motion ↓ ↘ → ↓ ↘ → JP for three hits, motion ↓ ↘ → ↓ ↘ → SK for nine hits



Doctrine Dark

Special Moves

Choker



Motion ↓ ↘ → P

Lethal Download



Motion ↓ ↘ → P, tap P

Reeling In



Motion ↓ ↘ → P, tap (← P)

Slicing Uppercut



Motion → ↓ ↘ P

Time Bomb



Motion ↓ ↘ → K

Throat Cut



Tap (→ SP)

Burning Grab



When in close, tap (→ SP) or (← SP)

Flip Grab



When in close, tap (→ FK) or (← FK)

Super Moves

Slicing Uppercut Frenzy



Motion ↓ ↘ → ↓ ↘ → P

Scissors Hands



Motion ↓ ↘ → ↓ ↘ → K

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Killer Combos

Two-Hit

Takedown Combo

Jump in deep, tap FP, (↓ RK)

Four-Hit

Flip Kick Combo

Jump in deep, tap FP, SP, motion → ↓ ↘ RK for two hits

Four-Hit

Drill Kick Combo

Jump in deep, motion ↓ ↘ → RK, tap JP, motion → ↓ ↘ RK for two hits

Five-Hit

Stun Combo

Note: Your Super Bar must be at Level One.

When in close, tap (JP SK). Jump in deep, tap FP, SP, motion → ↓ ↘ RK for five hits

Six-Hit Rising

Flip-Kick Combo

Note: Your Super Bar must be at Level One.

Motion ↓ ↘ ← FK, motion ↓ ↘ ← ↓ ↘ ← FK for five hits

Ten-Hit Super

Rising-Kick Combo

Note: Your Super Bar must be at Level Two.

Jump in deep, tap FP, SP, motion → ↓ ↘ RK for two hits, motion ↓ ↘ ← ↓ ↘ ← RK for six hits

Twelve-Hit

Twin Super Combo

Note: Your Super Bar must be at Level Two.

Jump in deep, tap FP, SP, motion ↓ ↘ → ↓ ↘ → FK for four hits, motion ↓ ↘ ← ↓ ↘ ← FK for six hits

Skull-o-mania



Special Moves

Standing Uppercut



Tap (→ SP)

Snap Kick



Tap (→ FK)

Spinning Head Thrust



Motion → ↓ ↘ P

Lunge Spin



Motion ↓ ↘ → P

Slide Attack



Motion ↓ ↘ → K

Power Dive



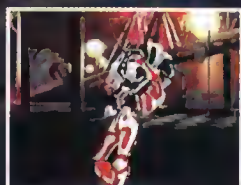
Motion ← ↓ ↘ P

Dive Grab



Motion ← ↓ ↘ K

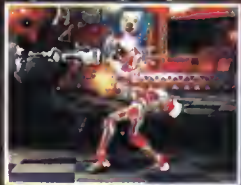
Kickoff Grab



When in close, tap (→ SP) or (← SP)

Super Moves

Super Lunge Spin



Motion ↓ ↘ → ↓ ↘ → P

Super Slide Attack



Motion ↓ ↘ → ↓ ↘ → K

Bone Breaker



Tap JP, JP, →, SK, FP

Crackerjack



Special Moves

Charge Punch



Charge ← for two seconds, tap (→ P)

Charging Uppercut



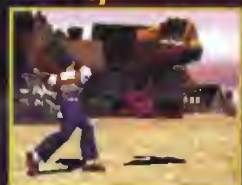
Charge ← for two seconds, tap (→ K)

Lunge Punch



Hold (JP SP FP), then release
Note: The longer you hold the buttons, the more damage you will inflict.

Batter Up



Motion ← ↓ ↘ ↘ → P

Killer Combos

Two-Hit

Takedown Combo

Jump in deep, tap FP, (↓ RK)

Three-Hit

Head Thrust Combo

Jump in deep, tap SP, JP, motion → ↓ ↘ SP

Three-Hit

Slide Attack Combo

Jump in deep, tap RK, (↓ FK), two-in-one, motion ↘ → RK

Three-Hit

Cross-Up Combo

Cross-up, tap RK, (↓ FK), two-in-one, motion ↘ → RK

Seven-Hit

Stun Combo

Note: Your Super Bar must be at Level Two.

When in close, tap (JP SK). Jump in deep, tap RK, (↓ FK), two-in-one, motion ↘ → RK, two-in-one, motion ↓ ↘ → ↓ ↘ → SP for three hits

Ten-Hit Super

Slide Combo

Note: Your Super Bar must be at Level One.

Jump in deep, tap RK, FK, motion ↓ ↘ → ↓ ↘ → FK for eight hits

Thirteen-Hit

Twin Super Combo

Note: Your Super Bar must be at Level Two.

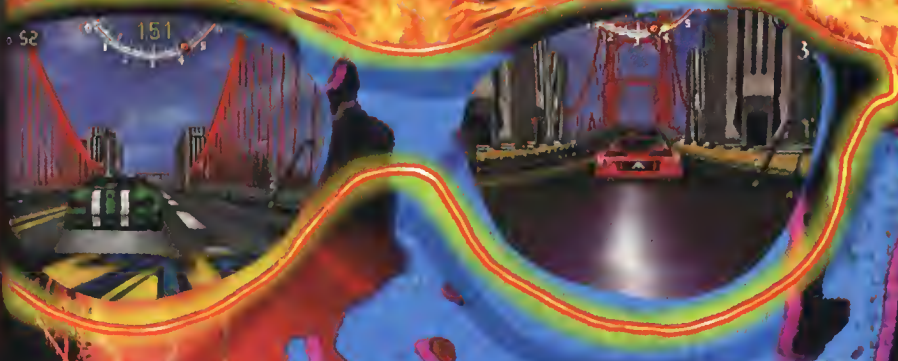
Jump in deep, tap RK, (↓ FK), two-in-one, motion ↘ → ↓ ↘ → RK for six hits, motion ↓ ↘ → ↓ ↘ → SP for five hits



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Snap Kick



Motion ← ↙ ↓ ↘ → K

Combo Grab



In close, tap (→ SP) or (← SP)

Overhead Spin



When in close, tap (→ FK) or (← FK)

Super Moves

Punch Fury



Charge ← for two seconds, tap →, ←, (→ P)

Super Uppercut



Motion ↓ ↙ ← ↓ ↘ ↙ ← P

The Beating



Charge ← for two seconds, tap →, ←, (→ K)

Killer Combos

Two-Hit Takedown Combo

Jump in deep, tap FP, (↓ RK)

Three-Hit Charging Uppercut Combo

Jump in deep, tap RK, hold ↙, tap FK, (→ RK)

Four-Hit Batter-Up Combo

Jump in deep, tap SP. While your opponent is still in the air, tap SP, (↓ JP), two-in-one, motion ↘ → JP

Four-Hit Charging Punch Combo

Jump in deep, tap SP. While your opponent is still in the air, tap SP, hold ↙, tap JP, (→ SP)

Five-Hit Stun Combo

Note: Your Super Bar must be at Level Two.

When in close, tap (JP SK). Jump in deep, tap RK, (↓ SP), two-in-one, motion ↙ ← ↓ ↘ ↙ ← SP, charge ← for two seconds, tap (→ FP)

Nine-Hit Super Charging-Punch Combo

Note: Your Super Bar must be at Level One.

Jump in deep, tap SP. While still in the air, tap SP, hold ↙, tap JP, (→ SP), then tap ←, →, ←, (→ SP) for five hits



Hokuto



Spinning Fan Dance



Motion ↓ ↙ ← ↓ ↘ ↙ ← K

Killer Combos

Two-Hit Takedown Combo

Jump in deep, tap FP, (↓ RK)

Five-Hit Vacuum Combo

Note: Your Super Bar must be at Level One.

Motion ↓ ↘ → FP, motion ↓ ↙ ← ↓ ↘ ↙ ← FP for four hits

Eight-Hit Cross-Up Combo

Note: Your Super Bar must be at Level One.

Cross-up, tap FK, hold ↓, tap SK, SK, two-in-one, motion ↙ ← ↓ ↘ ↙ ← SK for five hits

Nine-Hit Fan Dance Combo

Note: Your Super Bar must be at Level One.

Jump in deep, tap FK, hold ↓, tap SK, SK, two-in-one for six hits

Thirteen-Hit Twin Super Combo

Note: Your Super Bar must be at Level Two.

Jump in deep, tap FP, hold ↓, tap SK, two-in-one, motion ↙ ← ↓ ↘ ↙ ← SK for five hits, motion ↓ ↙ ← ↓ ↘ ↙ ← JP for six hits

Fifteen-Hit Stun Combo

Note: Your Super Bar must be at Level Three.

When in close, tap (JP SK). Jump in deep, tap RK, hold ↓, tap SK, SK, two-in-one, motion ↙ ← ↓ ↘ ↙ ← SK for five hits, motion ↓ ↙ ← ↓ ↘ ↙ ← JP for six hits

Special Moves

Reverse Elbow



Tap (→ FP)

Side Kick



Tap (→ RK)

Elbow Charge



Motion ↓ ↘ → P

Note: This move can be chained for up to two hits.

Reverse Back Kick



Motion ↓ ↙ ← P

Sweep Kick



Motion ↓ ↙ ← K

Arm Toss



When in close, tap (→ SP) or (← SP)

Arm Breaker



When in close, tap (→ FK) or (← FK)

Super Moves

Vacuum Fireball



Motion ↓ ↙ ← ↓ ↘ ↙ ← P

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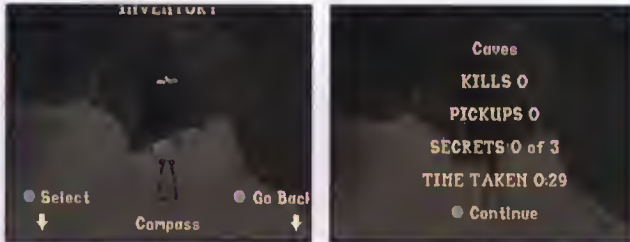
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PlayStation

Tomb Raider

Level Skip



Start a game, then press **Select** to bring up the inventory screen. At the inventory screen, press **L2, R2, L1, O, Δ, L1, R2, L2**. You'll hear Lara moan if you did the trick correctly. When you exit the inventory screen, you'll skip to the next level.

Arcade

Vampire Savior

Soul-Stealing Mode



At the fighter-select screen, put your cursor over the random "?" box at the bottom. Press **Start** five times, holding the button on the fifth press. While holding **Start**, simultaneously press all three punch buttons. Whichever fighter you defeat in the next round, you'll play as in the following round.

PlayStation

Hexen

Cheat Menu



From the main game menu, go into **Options**, and then into **Pad Config**. When in the **Pad Config** menu, press and hold **R2** and press **Right, Down, Right, Δ, ×**. If you did the trick correctly, you will hear a confirming sound. Go back to the main menu and you should find a new option, **Cheats**. Start a game, pause it, and select **Cheats**. You can now access **God Mode, All Weapons**, and other cheats.

PlayStation

Codename: Tenka

Level Warp and All Weapons



Enter the following cheats while the game is paused.

Level Warp: Press and hold **L2** and press **O, O, □, Δ, R1, □, Δ, O**. A new option, **Level Warp**, should appear.

All Weapons: Press and hold **L1**, and press **Δ, R1, Δ, □, R1, O, □, □**. A new option, **All Weapons**, should appear.

PlayStation

NCAA Football '98

Tiburon Team

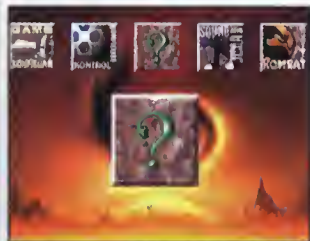


At the **User Records** screen, enter the name **TIBURON**, then return to the **Team Select** screen. Now you'll be able to play as the hidden **Tiburon** team.

Saturn

Mortal Kombat Trilogy

Secret Konfigure, Stealth Select, Kombat Zone Select, and Play as Classic Rayden, Jax, Kano, and Kung Lao



Secret Konfigure: Go into the options menu, then **simultaneously press and hold Up, L, and R** until you hear noise and the screen shakes. Highlight the green "?" box and **press A** to access a menu with one-button fatalities and other cheats.



Stealth Select: At the fighter-select screen, put the cursor over Noob Saibot, and then **simultaneously press Up and Start**. Your character will be chosen at random by the computer.



Kombat Zone Select: At the fighter-select screen, put the cursor over Sonya, then **simultaneously press Up and Start**. After selecting a fighter, a Kombat Zone Select will appear at the bottom of the screen.



Play as Classic Rayden, Jax, Kano, and Kung Lao: At the fighter-select screen, put the cursor over Rayden, Jax, Kano, or Kung Lao and **press Start**. The fighter will then change into their classic version.

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Arcade

Mace: The Dark Age

Hidden Battle Stages, Big Heads, Small Fighters, Super-Speed Grid, Random A.I., and Select Battle Stage

Enter the following codes at the fighter-select screen in the two-player mode.



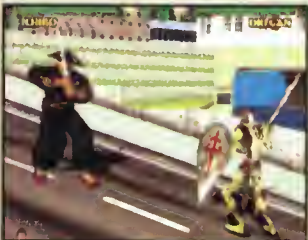
Mini Golf-Course Stage: Put the cursor over Koyasha and **press Start**, put the cursor over Mordus Kull and **press Start**, and put the cursor over Takeshi and **press Start**. Now select any fighter. When the match begins, you'll fight on a mini-golf course.



Machu Picchu Stage: Put the cursor over Namira and **press Start**, put the cursor over Koyasha and **press Start**, and put the cursor over Taria and **press Start**. Now select any fighter. When the match begins, you'll fight in the Machu Picchu ruins.



Castle Stage: Put the cursor over Mordus Kull and **press Start**, put the cursor over Taria and **press Start**, and put the cursor over Ragnar and **press Start**. Now select any fighter. When the match begins, you'll fight in the castle.



San Francisco Rush Stage: Put the cursor over Xiao Long and **press Start**, put the cursor over Al' Rashid and **press Start**, and put the cursor over Koyasha and **press Start**. Now select any fighter. When the match begins, you'll fight on the streets of San Francisco.



Big-Head Mode: Put the cursor over Ragnar and **press Start**, put the cursor over Al' Rashid and **press Start**, and put the cursor over Takeshi and **press Start**. Now select any fighter. When the match begins, the fighters will have big heads.



Small-Fighter Mode: Put the cursor over Takeshi and **press Start**, put the cursor over Al' Rashid and **press Start**, put the cursor over Ragnar and **press Start**, and put the cursor over Xiao Long and **press Start**. Now select any fighter. When the match begins, the fighters will be very small.



Super-Speed Grid Mode: Put the cursor over Ichiro and **press Start**, put the cursor over Xiao Long and **press Start**, and put the cursor over Koyasha and **press Start**. Now select any fighter. When the match begins, you'll fight with super speed.



Battle Random A.I.: In a one-player game, put the cursor over Hell Knight and **press Start**, put the cursor over Xiao Long and **press Start**, put the cursor over Dregan and **press Start**, and put the cursor over Namira and **press Start**. Now select any fighter. When the match begins, you'll battle computer opponents in a random order.

Select Battle Stage: Put the cursor over the character whose stage you want to fight in and **press Start four times**. Now select any fighter. When the match begins, you'll fight in the stage you chose.

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'FINAL FANTASY 7' Act out your mercenary dreams while saving the planet. Spectacular animated plot sequences, impressive storyline, three dimensional characters, unprecedented level of detail, great effects.

Sony (Roleplaying)
Release Date: NOW PSX \$59

'TIME CRISIS' Blast through the original arcade hit, with an all new shooting scenario. Comes with the most accurate gun available for PlayStation, which has a button allowing you to escape incoming bullets, not just absorb them.

Namco (Shooter)
Release Date: NOW PSX \$69

'MORTAL KOMBAT: MYTHOLOGIES' The Mortal Kombat saga continues with an all new storyline. Instant playability as you take on over 30 different enemies while exploring 8 new worlds. Real-time 3D lighting, fully rendered 30 characters

Midway (Adventure)
Release Date: NOW PSX \$46, N64 \$79

'MLB FEATURING KEN GRIFFEY JR. N64' comes packed with over 1500 motion-capture animations and a stadium full of stats. Pinpoint control and a fistful of specialty pitches. Four modes of play, including exhibition, half or full-season, Pennant race, or World Series.

Nintendo (Sports)
Release Date: 11/97 N64 \$74

'SEGA AGES' The hottest hits of the 80's arcades are finally available on a home system. On a single cd, 'Sega Ages' features the blasting sci-fi madness of 'Space Harrier', the tune-rocker 'our race 'Outrun', and the top gun action of 'Afterburner II'.

Working Designs (Bundle)
Release Date: NOW SAT \$40

'MAGIC KNIGHT RAYEARTH' Three Japanese schoolgirls must save a Princess to restore peace to the land. Breathtaking animation with over 90 minutes of audio. When you talk to characters in the game, they reply!

Working Designs (Roleplaying)
Release Date: NOW SAT \$52

'DARK FORCES JEDI KNIGHT' In this long awaited sequel to Dark Forces, you battle a multitude of enemies and discover the secrets of the lost Jedi burial ground. Master lightsaber combat and harness an arsenal of firepower. Develop your force powers and become a Jedi Knight or a dark Jedi. All new 3D environments and characters.

LucasArts (Action)
Release Date: NOW PC CD \$53

'LAST BRONX' It's winner-take-all urban combat set in the unforgiving confines of the asphalt jungle where fighters must use hand-to-hand weapons skills to survive. Multiple weapons to use, from nunchucks to double sticks. Fight arenas modeled from actual urban locations.

Sega (Kick/Punch)
Release Date: NOW SAT \$49

'DRAGON OICE KICKER SET #2' contains new dice to flesh out your Dragon Oice forces, all awesome Firewalkers and Monsters of stunning mottled red and blue. You need the basic set in order to play with this accessory.

TSR (Board game)
Release Date: NOW BG \$6

'MAGIC THE GATHERING 5TH EDITION' This deck contains 60 tradable game cards, randomly assorted, plus a rule book. Each player must have a deck. This deck may be enhanced with more cards sold in booster packs.

Wizards of the Coast (Card Game)
Release Date: NOW CG \$7

'STAR WARS' This roleplaying game plunges you into the breakneck thrills and pulse-pounding excitement of the greatest space fantasy of all time! Face overwhelming odds and impossible challenges. May the force be with you!

West End Games (Pen/Paper Roleplaying)
Release Date: NOW RPG \$25



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Arcade

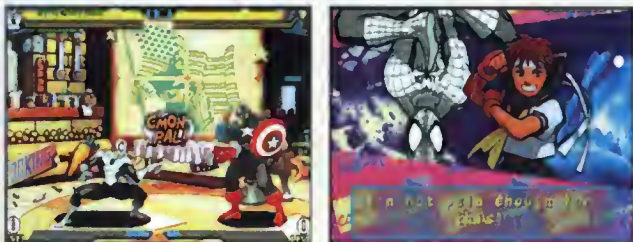
Marvel Super Heroes vs. Street Fighter

Hidden Fighters

Enter the following codes at the fighter-select screen. Remember to hold the Start button while entering the entire code.

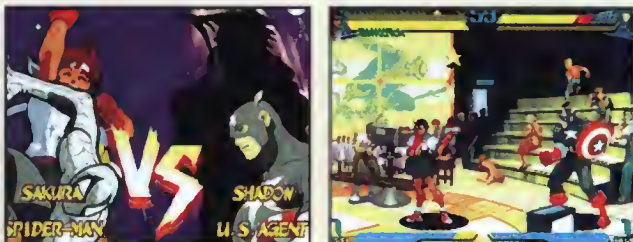
Note: These codes are the same for both players except Player One should use the Player One Start button and Player Two should use the Player Two Start button.

Black-and-White Spider-Man



Press and hold Start and put the cursor on Ryu. While holding Start, press and hold Down on the joystick so the cursor is on Spider-Man. Hold Down on the joystick for at least 10 seconds. After 10 seconds, simultaneously press Jab and Fierce Punch to select the black-and-white Spider-Man.

Evil Sakura



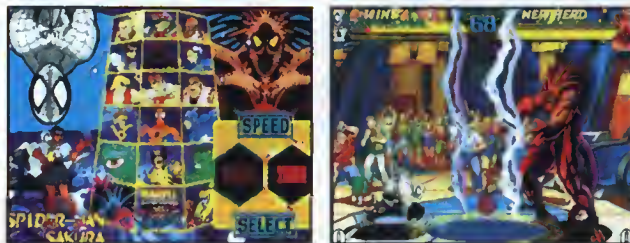
Press and hold Start and put the cursor on Wolverine. While holding Start, press and hold Right on the joystick so the cursor is on the Hulk. Hold Right on the joystick for at least 10 seconds. After 10 seconds, simultaneously press Jab and Fierce Punch to select Evil Sakura.

Evil Zangief



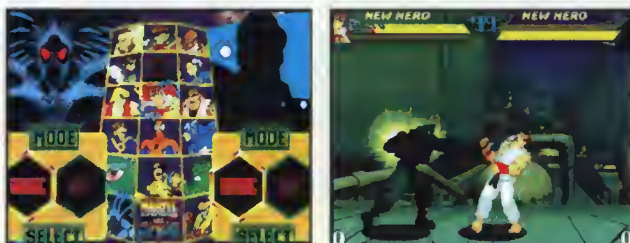
Press and hold Start and put the cursor on Omega Red. While holding Start, press and hold Left on the joystick so the cursor is on Blackheart. Hold Left on the joystick for at least 10 seconds. After 10 seconds, simultaneously press Jab and Fierce Punch to select Evil Zangief.

Mephisto



Press and hold Start and put the cursor on the Hulk. While holding Start, press and hold Down on the joystick so the cursor is on Omega Red. Hold Down on the joystick for at least 10 seconds. After 10 seconds, simultaneously press Jab and Fierce Punch to select Mephisto.

Shadow



Press and hold Start and put the cursor on Chun-Li. While holding Start, press and hold Up on the joystick so the cursor is on Dhalsim. Hold Up on the joystick for at least 10 seconds. After 10 seconds, simultaneously press Jab and Fierce Punch to select Shadow.

U.S. Agent



Press and hold Start and put the cursor on Akuma. While holding Start, press and hold Up on the joystick so the cursor is on Bison. Hold Up on the joystick for at least 10 seconds. After 10 seconds, simultaneously press Jab and Fierce Punch to select U.S. Agent.



PlayStation (Game Shark)

Agile Warrior F-111X

80060f360064	Infinite AMRAAM missiles
80060f300064	Infinite cluster bombs
80060f320064	Infinite fuel air explosives
80060f2e0064	Infinite Maverick missiles
80060f2c0064	Infinite napalm bombs
80060f280064	Infinite rockets
80060f260064	Infinite sidewinder missiles

Andretti Racing

801eb3a83cf8	Infinite fuel
--------------	---------------

Broken Helix

8005c9180064	Infinite armor
8006fe2e0101	First-aid kit
8006fe68011e	Alien weapon
8006fe760125	More grenades

Command & Conquer

8011b964ffff	Infinite funds
--------------	----------------

Crypt Killer

800fc17a0009	Player One has infinite bombs
800fc1d60009	Player Two has infinite bombs
800fc1740005	Player One has infinite health
800fc1d00005	Player Two has infinite health

Destruction Derby 2

8008a3440000	Infinite armor
800797580007	Enables all tracks

Hexen

800e7da0ffff	All keys
800e7dc000c8	Infinite Blue Mana
800e7dc400c8	Infinite Green Mana
800e7c7e01e0	High armor class
800e7db40001	Extra weapons

Motor Toon Grand Prix

800e45740501	Extra characters
300e4575000a	Extra tracks
800e45780501	Motor Toon GP R mode

Namco Museum: Volume 1

801177ec0003	Infinite lives in Pac-Man
8015728c0003	Infinite ships in Bosconian

Namco Museum: Volume 2

801e10060200	Infinite lives in Super Pac-Man
80196e480002	Infinite lives in Xevious

Namco Museum: Volume 3

801359600002	Infinite lives in Ms. Pac-Man
8010ec040003	Infinite lives in Galaxian
80168d4c0302	Infinite lives in Phozon

Need For Speed II

800e292a0803	Extra car and track
--------------	---------------------

NHL Open Ice Challenge

8005E6FE0000	Home Team never scores
8005E7060000	Away Team never scores

Overblood

800ef4ec0001	Laser knife
800ef5080001	Handgun
800ef5180001	Stun gun
800ef5340001	Emergency spray
800cf8f40064	Infinite health

Rally Cross

800564560114	Extra tracks and cars
--------------	-----------------------

Re-Loaded

800815000000	Both players have infinite lives
80081d9c0000	Both players have infinite ammo
800817800000	Both players have infinite bombs

Soul Blade

800ea342ffff	Seung has all weapons
800ea350ffff	Hwang has all weapons
800ea346ffff	Li Long has all weapons
800ea348ffff	Voldo has all weapons
800ea34cffff	Siegfried has all weapons
800bffba00f0	Player One has infinite health
800c01160060	Player One has infinite weapon-meter power
800c2ef200f0	Player Two has infinite health
800c304e0060	Player Two has infinite weapon-meter power

Star Gladiator

801D7A0400C8	Player One has infinite health
801D7A0600C8	Player Two has infinite health
801ea8e40101	Extra characters are in the lineup

Street Fighter Alpha 2

801981F20090	Player One has infinite health
801985840090	Player Two has infinite health

Tigershark

800847980003	Infinite lives
800bff3801ff	Infinite gatling-gun ammo
800bff3a07d0	Laser never overheats
800bff4c0013	Infinite SR-70's
800bff4a0013	Infinite SM-25's
800bff480013	Infinite SM-19's
800bff3c0013	Infinite MK-60's
800bff460013	Infinite MK-90's
800bff440013	Infinite EMP torpedoes

Tomb Raider

801ddf940032	Infinite magnum ammo
801ddf020708	Infinite air

Wild Arms

801341dcffff	Infinite Gella
80133e40ffff	Quick level gain for Jack
80133e0cffff	Quick level gain for Rudy
80133e74ffff	Quick level gain for Cecilia

WWF In Your House

8006f4a00078	Player One has infinite health
8006f4a80078	Player Two has infinite health
8006f4a80000	Player Two has no health

PlayStation

Thunder Truck Rally

Super Car, Invincibility, and Giant Trucks



Enter the following codes at the Menu screen. A buzzer will sound if you entered the cheat correctly.

Faster Car: Press L2, Left, Right, Up, Down, R2.

Invincibility: Simultaneously press Left, Left, Left, Up, Down, and L1 and R2.

Giant Trucks: Press L1, R2, L2, R1, Up.

PlayStation

Twisted Metal 2

God Mode



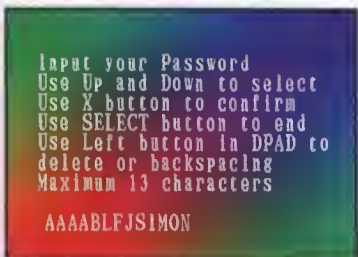
To be invincible, start a game, then simultaneously press and hold L1, L2, R1, and R2, and press Up, Down, Left, Right, Right, Left, Down, Up. If you did the trick correctly, the words "God Mode" appear at the top of the screen.

Note: This cheat works only for a new game in the one-player and two-player co-op Tournament modes.

PlayStation

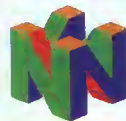
Brain Dead 13

Final Room Password



Enter the password **AAAABLFJSIMON** to go to the final room in the game.

NINTENDO⁶⁴



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Nintendo 64

Tetrisphere

Access Any Level, Extra Music, Bonus Game, and View Credits



Access Any Level: At the New Name screen, **simultaneously** press **L**, **right C**, and **bottom C** to access the hidden text characters. Enter your name as the **Saturn icon**, **Spaceship icon**, **Rocket icon**, **Heart icon**, and **Skull icon** and you will have access to any level.

Access Extra Music: At the New Name screen, **simultaneously** press **L**, **right C**, and **bottom C** to access the hidden text characters. Enter your name as **G [Alien-head icon] MEBOY** to hear some new music.



Bonus Game: At the New Name screen, enter the name **LINES** to access a hidden game.

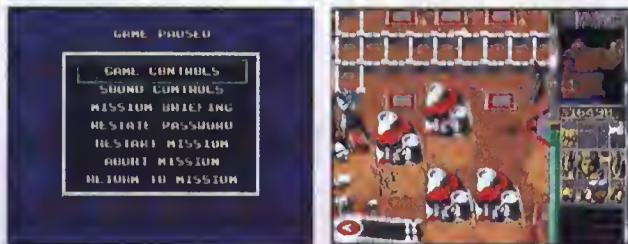


View Credits: At the New Name screen, enter the name **CREDITS** to view the credits.

PlayStation

Command & Conquer

Instant \$5000 and Covert Operations



Instant \$5000: Start a game and pause it. While the game is paused, **press Right, Down, Down, Left, L1, Left, Right, Down, Left**. Unpause the game and you'll have \$5000.

Covert Operations: Enter the password **COVERTOPS** to access a hidden game, Covert Operations.

Note: This password works for both the GDI and NOD discs.

Saturn

Contra: Legacy of War

Unlimited Continues, Stage Select, Movies, Hidden Game 1, and Hidden Game 2



At the title screen, enter the following:

Unlimited Continues: Press **Y, Down, Up, L, R, R, L**.

Stage Select: Press **Y, Down, Up, R, L, L, R**.

Watch Cinemas: Press **Y, Down, Up, L, R, Down**.

Hidden Game 1: Press **Y, Down, Up, L, R, Left**.

Hidden Game 2: Press **Y, Down, Up, L, R, Right**.

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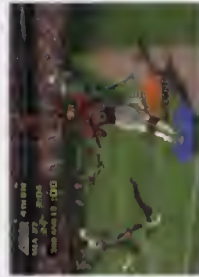
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